PRIMA'S OFFICIAL STRATEGY GUIDE

SONIC ADVENTURE DX™

Director's Cut



Covers NINTENDO GAMECUBE™!

PRIMA® GAMES

primagames.com®

SONIC TEAM™ SEGA®

This game has received the following rating from the ESRB

EVERYONE E CONTENT RATED BY ESRB

Digitized by the Internet Archive
in 2024

https://archive.org/details/isbn_9780761543619

Sonic Adventure DX Director's Cut™

Prima's Official Strategy Guide

Bryan Stratton Stephen Stratton

Prima Games
A Division of Random House, Inc.

3000 Lava Ridge Court
Roseville, CA 95661
1-800-733-3000
www.primagames.com



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2003 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is a division of Random House, Inc.

Product Development Manager: Jennifer Crotteau
Associate Product Manager: Jill Hinckley
Senior Project Editor: Brooke N. Hall
Editorial Assistant: Tamar Foster
Layout: Kari Keating

Sega is registered in the U.S. Patent and Trademark Office. SEGA, the SEGA logo, Sonic Adventure and Sonic The Hedgehog are either registered trademarks or trademarks of SEGA CORPORATION. Original Game ©SEGA ©SONICTEAM/SEGA, 2003. All Rights Reserved.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB rating icons, "EC", "K-A", "E", "T", "M", "AO" and "RP" are copyrighted works and certification marks owned by the Interactive Digital Software Association and the Entertainment Software Rating Board and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied or used in connection with any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at 1-800-771-3772 or visit www.esrb.org. For information regarding licensing issues, please call the IDSA at (212) 223-8936. Please note that ESRB ratings only apply to the content of the game itself and does NOT apply to the content of this book.

Important:
Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-4286-8
Library of Congress Catalog Card Number: 2003106397
Printed in the United States of America

03 04 05 06 NN 10 9 8 7 6 5 4 3 2 1

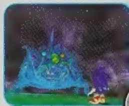
Contents

Sonic Adventure DX: Director's Cut™ Basics

Welcome to *Sonic Adventure DX: Director's Cut*™

Within these pages is every tip, trick, and strategy you need to solve every puzzle, beat every enemy, and find every hidden item in *Sonic Adventure DX: Director's Cut*™.







Hedgehog History

Sonic the Hedgehog is one of the biggest icons in video gaming. When Sonic burst onto the video game scene in the early 1990s, he represented Sega's Genesis console in a take-no-prisoners campaign for video game dominance. Through the power of "blast processing," Sonic's speed gave gamers an adrenaline rush like nothing they'd seen before, and the cerulean speedster became a household name.

Now, after a decade of high-speed high jinks, Sonic has joined forces with the Nintendo GameCube in his biggest and best adventure yet! *Sonic Adventure* blew gamers' minds when it was released for the Sega Dreamcast in 1999, and the fully remastered *Sonic Adventure DX: Director's Cut*™ for the GameCube contains everything from the Dreamcast classic, as well as additional levels for all 6 characters and 12 hidden Sega Game Gear games featuring Sonic and friends! So what are you waiting for? Lace up your Speed Sneakers and let's go!

Using this Guide

Sonic Adventure DX: Director's Cut™ has much to see and do, but have no fear. All the help you need is in the pages of this guide. They have descriptions of every pick-up and enemy, and every golden ring—with screenshots—is indicated on detailed maps of every character's Action Stages. We show you the fastest shortcuts on timed courses and tell you how to rack up every A Emblem.





Sonic Adventure DX: Director's Cut™'s six characters (Sonic, Tails, Knuckles, Amy, E-102 Gamma, and Big) have different stories and abilities, but they share a common goal: defeating the villainous Dr. Robotnik (Eggman) and his Chaos creations. You can play through the game with any character at any time, but to complete it, you must play through it with all six characters. Each character is unique, and tactical advice is included in their individual sections. Keep in mind a few game features that apply to all characters:

Golden Rings



Golden rings are everywhere in *Sonic Adventure DX: Director's Cut*™. Most sit in the open, but some are stashed in Item Boxes. Even though golden rings are the most common items in the game, they're also among the most important ones.

As long as you hold golden rings, you can absorb a hit from an enemy without losing a life. When an enemy hits you, your rings fly in all directions. You can pick up 30 of them before they disappear. It's better to avoid losing them in the first place, however, because you earn an extra life for every 100 rings you collect.



Golden rings also add to your final score at the end of the level. If you fight a boss after an Action Stage you finish with a bunch of rings, you have a better chance of making it through the boss battle unscathed. You can earn impressive high scores in such fashion, because the boss area usually has very few rings, making it tough to score a big bonus after defeating the boss.

When you lose a life, all "loose" rings (the ones in the open) reappear at all points in the Action Stage. Once broken, however, Item Boxes are gone for good.

Combat



Most combat in *Sonic Adventure DX: Director's Cut™* is situational. Knowing how Sonic takes out Kiki doesn't do you good when you're fighting as Amy. Still, there are some rules of thumb for dealing with enemies.



Each enemy you encounter patrols a small area. It turns around and around, but doesn't notice you until you enter its personal space. That space varies from one enemy to the next. If you're in no hurry, watch an enemy for a couple of seconds and attack when it turns its back.

Spikes



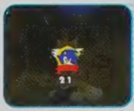
Aside from combat, the biggest threat to your ring collection is any environmental object with a spike. That metal plate in the floor up ahead with holes in it? Those are spikes waiting to happen. That mechanical noise around the corner? Those are spikes. If you're not racing the clock, don't take risks. Carefully explore potential hazards. After you get the feel of how each character moves, spikes become less of a hassle.

Note

When a nasty obstacle pops up, it's noted in this guide on the appropriate map.

Emblems

Each time your character completes an Action Stage or beats a boss, you earn a Sonic Emblem. When you earn a new one, the screen shows your cumulative total of Sonic Emblems.



Each character can earn three Sonic Emblems (A, B, and C) per Action Stage by satisfying certain conditions. Completing an Action Stage gets you one Emblem. Earning the other two Emblems requires you to beat a timed test, whether it's a race against the clock or against another member of the *Sonic Adventure DX: Director's Cut™* cast. Descriptions of the Action Stages include the conditions for earning the A, B, and C Emblems.



Tip

You also can earn Sonic Emblems in other ways. For instance, the game awards a Sonic Emblem for completing a character's adventure. Let the character's ending video play through, however, because the game doesn't save your progress until the movie ends!

The Adventure Fields

While most of the action takes place in the Action Stages, you reach most Action Stages via three Adventure Fields.

Note

Each Adventure Field has four Sonic Emblems, but not every character can reach them. For each bonus Sonic Emblem, we've suggested a character you can use to get it. Other characters may also be able to reach it.

Station Square

The Station Square Adventure Field opens at the game's beginning. At first, part of the city is cordoned off, and you can't reach the street near the Casino.

Station Square centers on the Train Station, from which trains leave for the Mystic Ruins. As the game progresses, you can catch a boat on the beach that takes you to the Egg Carrier, a convenient and important shortcut for some characters.

Inside the hotel, the left door leads to the first accessible Chao Garden. It's not much, but in the beginning it's all you have. See the Chao section at the end of this guide for further details.



The Train Station is the central fixture in Station Square.



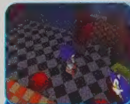
One of the hub's Emblems is inside the Train Station. Sonic has no trouble getting it.



Another Emblem is above the alley where the Ice Stone often appears. Use Tails to pick it up.



An Emblem is in the grass outside Knuckles' entrance to Speed Highway. Have him dig for it.



At one end of the soda counter is another Emblem. Grab it with Sonic while you're there!

Mystic Ruins

When you first reach it, the Mystic Ruins is a small area near a waterfall. Over the course of the game, new areas open, including a jungle and a temple.

The train depot near the waterfall pool has two levels: Head up to catch the train to Station Square, or go down to take a boat to the Egg Carrier (later in the game).

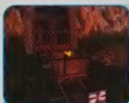
There also are two ore cart tracks. The one by the waterfall leads to the Mystic Ruins jungle and temple area, but it doesn't appear until a character's storyline triggers it. The other ore cart is on the tracks in the cave below Tails' workshop. That cart takes you to the Mystic Ruins Chao Garden. Tails' workshop and the area below it are scenes of a lot of early activity in Sonic's adventure.



Mystic Ruins has a train depot, and the train goes to Station Square.



When the side of the cliff collapses, you can reach entrances to Ice Cap and Red Mountain.



After the ore cart appears, you can take that ride to the Mystic Ruins jungle.



One of the Mystic Ruins Emblems is on the ledge near Tails' workshop. Use Tails to get it.



Another Mystic Ruins Emblem is in the middle of a jungle path near Big the Cat's gazebo. Knuckles can pick this one up.



Another Emblem is inside the hollow tree next to Big's hut. Knuckles can also grab this one.



A tricky Mystic Ruins Emblem is in midair near Red Mountain's entrance. Once again, Knuckles can scoop up the Emblem.

Note

As Sonic and pals destroy enemies in their adventures, small animals of all shapes and sizes pop out from inside the defeated foes. Pick up the animals to carry them with you, and enter a Chao garden to release all of the animals you've collected for the benefit of the Chao.

There are five different groups of animals, each of which is classified as a color: yellow swimmers, purple fliers, green runners, red strong creatures, and blue random creatures. For more information on animals and Chaos, refer to the "Caring For Chao" section of this guide.



Egg Carrier

Dr. Robotnik's Egg Carrier is the madman's biggest and baddest weapon. All the characters' paths lead to the Egg Carrier, and most characters fight their last boss atop its huge glass centerpiece. The boats that run between Station Square and the Mystic Ruins dock on either side of the vessel, and a monorail runs between the ship's exterior and interior.





The Egg Carrier has a dock for rafts from Mystic Ruins and Station Square, and a monorail to travel from the ship's interior to exterior or vice versa.



The Egg Carrier changes configurations more than once during *Sonic Adventure DX: Director's Cut*™. Its wings spread out in its attack mode.



You can access different parts of the ship in the two configurations. Don't miss Robotnik's personal quarters.



One Egg Carrier Emblem is atop the revolving central platform. Tails can reach this one..



Knuckles can reach another Egg Carrier Emblem above the pool.



Even if the cannons are out of order, Tails can stand atop the pertinent box and swish his tail to increase the total.



In Robotnik's bizarre room is a floor switch. Step on it to reveal an Emblem. We used Tails to get it.

What's the Story

Part of the fun of *Sonic Adventure DX: Director's Cut*™ is watching the story of the Master Emerald and the seven Chaos Emeralds unfold through the eyes of each character. You find they have different versions concerning who saved the day at a crucial juncture!

Dr. Robotnik, Sonic's nemesis, is the source of the trouble. He has a scheme to use the seven Chaos Emeralds to empower his Chaos monster, which grows each time it consumes an Emerald.

Tikal, a young girl whom most characters see in a vision, is a force for good. She's trying to protect the small and innocent Chao that once gathered near the Master Emerald in happier times. She alone knows the power the Chaos monster might achieve and the terrible fate that awaits Station Square should the monster go unchecked.

Tikal appears throughout the game, most commonly as a Hint Orb. If you touch one of the Hint Orbs throughout the game, Tikal gives you of advice about the immediate situation.

As you play each of the characters, you get an introduction to his or her story, and begin to see how each fits into the epic that is *Sonic Adventure DX: Director's Cut*™!

Sonic The Hedgehog



As the star of *Sonic Adventure DX: Director's Cut*™, Sonic has his white-gloved hands full. He has more exploration to complete than any other character, and he fights Chaos in more forms than any of his companions. He's the character you need to be the most comfortable with, especially when going for the high-end A Emblems in each level.

As the game progresses, Sonic gains permanent item upgrades that make him more than a match for any enemy or obstacle. As you venture into each new level, look for ways for Sonic to use his new abilities to counter progressively tougher enemies and increase his speed against the clock.

The Homing Attack is Sonic's standard approach to many situations, but not all the foes you encounter are as easily dispatched as the first Kiki on the beach of Emerald Coast.

Sonic's Story

Sonic is among the first to encounter Dr. Robotnik's Chaos monster. It appears in Station Square and seems immune to the efforts of local law enforcement.

After rescuing Tails from near his downed aircraft, Sonic becomes entangled in the plot of the sinister Dr. Robotnik, whose goal is the destruction of Station Square (where he plans to build his own twisted Utopian vision: Robotnikland).

Sonic's duty is to foil Robotnik's plans, and that includes cutting Robotnik's Chaos monster down to size as it grows more powerful. Along the way, he meets with the other characters, helping them out of jams and saving the day.



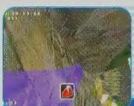
Sonic must foil Dr. Robotnik, whose Chaos monster grows ever stronger.

Sonic's Movement

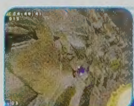
Sonic is the game's most mobile character, even though he lacks Tails' ability to fly. His ability to roll up into a small ball is one of the game's biggest thrills, as you can send him careering through some of the toughest gauntlets. When Sonic jumps and balls up (press and hold Ⓐ), he has considerable hangtime. It's much easier to land in small areas if you hang in the air as a ball for a few seconds, getting a good look at the target area.

When Sonic is flat-footed, he's quite sticky, even on sloping terrain. He can hold a position as long as he's on the run. Rolled into a ball, Sonic often slides off a surface that he could run across. Sonic doesn't have to roll everywhere!

Sonic loses momentum quickly when he tries to roll up even moderate upgrades. It's more prudent to jump from the bottom of a small slope and pop in midair (use Ⓐ) to give Sonic a small burst at the apex of his leap) than it is to try more rolling.



Sonic can roll along slopes quickly.



Sonic has sticky feet as long as he's on the move. At a run, he can cross places where rolling won't work.



Advanced Movement: On the Clock

Earning Sonic's A Emblems faces you with some of the toughest challenges in the game from a movement standpoint. Understanding a few subtle points helps shave seconds off your time trials.

Sonic rolls downhill quickly, but he loses a lot of control. Consider not just the immediate terrain but also the lay of the land ahead. It's possible to roll almost entirely through most of Sonic's Action Stages, but that's risky for all but the most skilled players. It's possible to earn Sonic's A Emblems without rolling everywhere. Rolling across dash panels generally sends you higher in the air than running does, and hangtime is the last thing you need when you're on the clock.

Use inanimate objects—and even rows of enemies—as stepping-stones. By targeting a row of objects or enemies in rapid sequence, Sonic can reach areas that would otherwise be inaccessible, and he can cross gaps in levels to shave seconds off the clock.

Very early in the game, Sonic receives the Light-Speed Shoes and can perform the Light-Speed Dash. That lets the hedgehog cross rows of rings to reach more out-of-the-way places. Occasionally, rows of rings also serve as level shortcuts, helping you through tight areas and crowds of enemies.



Rows of enemies can serve as stepping-stones.



Some inanimate objects in the game can also serve as paths, as Sonic targets them one after the other.



The Light-Speed Dash lets Sonic quickly follow a row of rings.

Sonic's Combat

Sonic's combat form of choice is the Homing Attack, with good reason: It's the easiest attack to perform and the most reliable. Jump and hold Ⓐ to keep Sonic balled up, and use ◯ to direct the hedgehog toward targets a considerable distance away. Press Ⓐ again to home in with animal-freeing force.

The Homing Attack isn't automatic. You must face your intended target and coax Sonic in that direction with the analog thumb pad. Otherwise, he tends to pop dully in midair and drop back to the ground—or over some nearby cliff.

Advanced Combat

As enemies get tougher, the Homing Attack can't be applied so readily in every situation. Still, even when you can perform the Light-Speed Attack—after receiving the Ancient Light upgrade—the Homing Attack is Sonic's best.

Many of the most dangerous enemies, such as the patrolling class of land mines, have a distinct front and back. Watch an enemy from a safe distance and note the amount of time it spends looking away from you. If you attack an enemy from behind, your odds of success with a Homing Attack increase.

The Light-Speed Attack that Sonic gains when he finds the Ancient Light is a cool trick, but it is difficult to use against enemies with perimeter defenses, such as the small swirling blades of a Bladed Spinner. Using a Light-Speed Attack against these foes may cause Sonic to zip around the target, looking for an opening that doesn't exist. Sonic either drops to the ground after exhausting his light-speed power or flies off a ledge. If you go for it, power up the attack, then jump into the air before letting loose. That should increase the chances of success.

Using the Light-Speed Dash to destroy enemies placed near rows of rings is fast and foolproof. If you're following a row of rings heading toward a foe or foes (the sewer of Casinopolis comes to mind), use the Light-Speed Dash to follow the rings, and destroy enemies as you flash past.



Sonic's Homing Attack is his primary attack form. Attack enemies with perimeter defenses from above and behind if possible.



Many enemies can rebuff a Light-Speed Attack if you don't get above them.

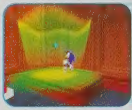
Permanent Upgrades

Sonic gets his paws on two permanent upgrades early in the game but must wait until near the end of his adventure before receiving the final one.



Light-Speed Shoes

Found in the short sewer tunnel below Station Square, this new footwear gives Sonic the power of the Light-Speed Dash, which allows him to power up and dash along a row of rings. Hold down Ⓐ while Sonic says "Ready. . . ," then release it to perform the trick. Sonic's Light-Speed Dash lets him reach powerups in places where he otherwise could not. He can also take out enemies quickly if they are stationed near a row of rings.



Crystal Ring

The Crystal Ring decreases the amount of time Sonic must power up before using the Light-Speed Dash. You find it in the small room above the Station Square hotel desk after picking up the Light-Speed Shoes.



Ancient Light

The Ancient Light allows Sonic to perform the Light-Speed Attack, dashing at enemies as he would at rings with the Light-Speed Dash. Tougher enemies aren't easily targeted, but most enemies you can get above can be defeated.



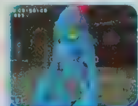


Sonic's Boss Battles

Sonic has one of the toughest collections of bosses, as you might expect. Not only does he face the most powerful incarnation of Chaos, but he also must deal with Robotnik's most fearsome creation, the Egg Viper.

First Boss: Chaos 0

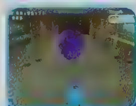
Sonic begins the game by fighting Chaos 0, Dr. Robotnik's fledgling nightmare. You need rings to survive any hits, but don't pick them up all at once. Leave some as an emergency reserve in case you suffer an attack and lose the ones you're holding.



Chaos 0 appears in Station Square as the game begins.



Use your Homing Attack on the creature, striking from above.



Chaos 0 is reduced to a puddle, then reforms. Hit him three times to defeat him.



Between your second and third successful attack, Chaos 0 climbs a high pole. Run back and forth to avoid the extending limb until he drops.



Second Boss: Egg Hornet

When you go near Tails's workshop for the first time, Dr. Robotnik is waiting with his Egg Hornet. Scoop up some rings and back off to see what he has in mind.



The Egg Hornet is waiting for Sonic when he [illegible] the [illegible] workshop.



The Hornet's guided missiles are [illegible] as long as you stay far enough away to see them coming. Get airborne.



When the Hornet glows, run out from under it and jump to get clear [illegible].



While Robotnik is attempting to grind you into the [illegible] and use the Homing Attack on him as he sits in the cockpit.

Third Boss: Chaos 4

After Sonic's confrontation with Knuckles, Robotnik appears and makes off with the Chaos Emeralds, leaving Sonic to contend with Chaos 4.



The battle with Chaos 4 is fought over water. Use the lily pads to stay out of the water and [illegible] if you slip and fall. Chaos 4 attacks [illegible] sitting in the water.



[illegible] the lake, Chaos 4 uses a variety of distance attacks that consist of multidirectional shock waves.



Wh[illegible]ing and [illegible] the Homing Attack.



Ju[illegible]m, Cha[illegible] pie[illegible] ou[illegible] up, then let him have it.

Fourth Boss: Chaos 6

One of the toughest Chaos monsters is Chaos 6, which Sonic faces aboard the Egg Carrier.



Work the perimeter of the large arena, [illegible] a few [illegible] early in the fight.



Chaos 6 begins the fight by try[illegible] mov[illegible] the wind until it subsides.



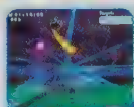
To d[illegible] attack [illegible] of the satellites.



Us[illegible] de[illegible] un of [illegible] or [illegible] strikes Chaos, he freezes.



When [illegible] att[illegible] proceed [illegible] the fight.



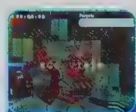
When the monster emits long [illegible] stay still until you must move to av[illegible] one. When the tendrils retract, run and jump from the swinging tail.





Fifth Boss: Egg Viper

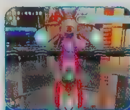
The nastiest of Dr. Robotnik's evil toys, the Egg Viper waits for Sonic after his descent into Final Egg.



As the Viper appears, make sure you have rings. Small groups of them lie at either end of the walkway.



The Viper begins by firing concentrated blasts as it strafes back and forth. Run and jump as Robotnik taunts "Get a load of this!"



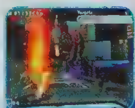
When Robotnik has completed each attack sequence, he stops near Sonic and dares him to make it to the cockpit up the Viper's tail. Use a series of easy Homing Attacks.



After the initial strafing pass and tail taunt Robotnik charges up a super blaster. Wait for the halo of light to flash.



Run and jump after the halo of light flashes to leap clear of the blast radius.



Robotnik next employs a strafing run along the length of the walkway. You can try dodging from side to side, but sometimes it's safer to take a hit.



After the walkway-long strafe, Robotnik hovers at the end of the path and sends a disk of blades at Sonic. He always sends to Sonic's right.



When Robotnik sends out the disk, jump high and long as long as possible. The disk moves underneath Sonic. Drop onto it, and ride it back to attack Robotnik from close range.



When the Viper is heavily damaged, it starts to bank and fly back and forth. Move to one end of the walkway.

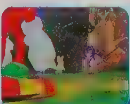


Robotnik makes one last desperate attack, plowing the Viper into the section of walkway where Sonic is standing. Run and jump clear as the craft plunges.

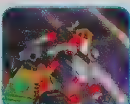
CHARACTER CONFLICTS

In addition to the true bosses that Sonic must defeat to advance through the game, he also winds up in scuffles with Knuckles and E-102 Gamma. Both are pushovers as long as you stay mobile and don't let them pound on you.

These are story points, more than battles: When you strike each character three times, the battle ends, and the story progresses.



Sonic meets Knuckles near the waterfall early in the game. Wait for him to land and use your Homing Attack.



Sonic encounters E-102 Gamma aboard the Egg Carrier. Stay out of his laser sights, and use the Homing Attack until Gamma begs you to stop.



Station Square



When you complete Casinopolis, the Ice Stone appears in a nearby alley.

It takes a Light-Speed Dash to open Casinopolis. The nearby switch produces the rings.

After Sky Chase Act 1, Sonic meets Amy in Station Square.

When you complete Windy Valley, the manhole opens.

In the courtyard where you fought Chaos 0, on the left, is your prize: the Weight Stone.

Sonic's adventure begins by Sonic fighting Chaos 0.

In the room above the hotel's front desk is the Crystal Ring.

In the hotel, use the Light-Speed Dash to reach the small room over the front desk.

Through the window are the Light-Speed Shoes.

The entrance to Emerald Coast is past the pool.

When you complete Twinkle Park, the Employee ID Card appears in the grass outside.

After you meet Amy the first time, go to her near the entrance to Twinkle Park. The level opens.

Use the Employee ID Card to open Speed Highway. Visit a Chao Garden to release the animals you've rescued.

When you complete Speed Highway, you spot one of Robotnik's robots capturing Amy. Follow them to the Mystic Ruins.

Swap the Weight Stone for the special Chao egg. Leave the store with the egg.



Mystic Ruins (before Chaos 6)

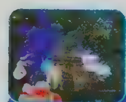


Egg Carrier

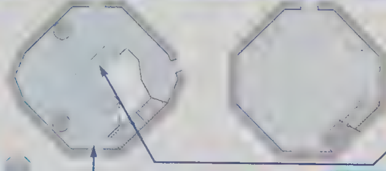

to its original form.
Chaos 6.
Jump in the cockpit. It slides forward to reveal a switch.
bridge's lower part.
Sky Deck.
After Red Mountain and Sky Chase Act 2, Sonic and Tails explore the Egg Carrier, and it transforms.
after defeating E-102 Gamma.
after Sky Deck.
and company.
Carrier Chao Garden.
exterior.



Mystic Ruins (after Chaos 6)



Wh[illegible] 6, he [illegible] to [illegible] Ru[illegible] find Lost World.





Thr[illegible] locked door guarding Final Egg.



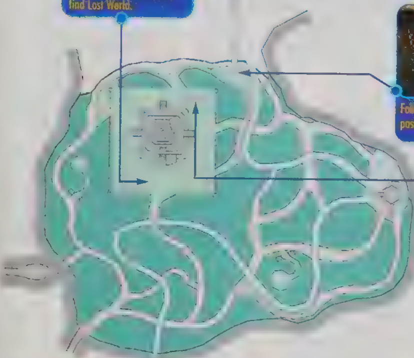
Step [illegible] sequence[illegible] left[illegible] right. The door to Final Egg opens.



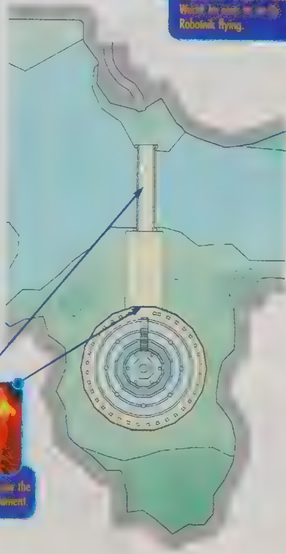
Fo[illegible] a passage constructed nearby.



W[illegible] Lost World [illegible] Robotnik flying.



Shrine of the Master Emerald





Wh[illegible] World, he has a fiery vision.



App[illegible] the shrine to hear Tikal's lament.

Emerald Coast

The first level of the game is a mad dash along the coastline as Sonic sets off to rescue the crash-landed Tails. Use your Homing Attack to take care of the enemies, but don't bounce off any walkways in the process. At this early stage, approach each new obstacle with caution. Don't get too cocky too soon—the ocean here is an unforgiving, bottomless pit.

EMBLEM GOALS

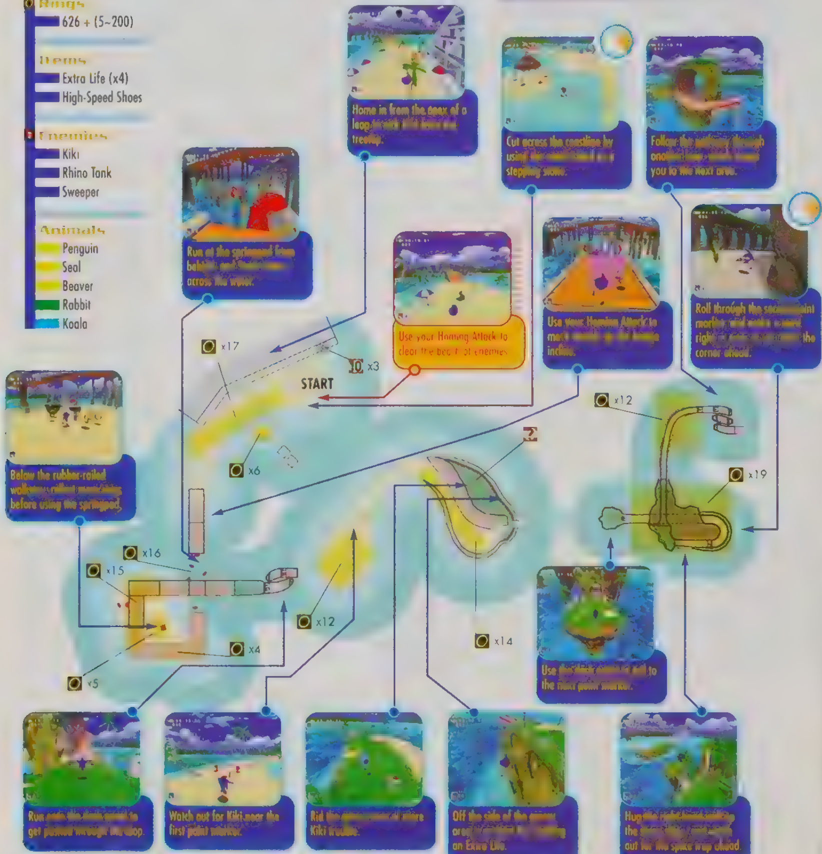
RANK	CONDITIONS
C	Rescue Tails!
B	Collect 50 rings and destroy the Capsule.
A	Destroy the Capsule within two minutes.

Rings
- 626 + (5~200)

Items
- Extra Life (x4)
- High-Speed Shoes

Enemies
- Kiki
- Rhino Tank
- Sweeper

Animals
- Penguin
- Seal
- Beaver
- Rabbit
- Koala





TIMER TIPS

In addition to the shortcuts, notice the sloping paths and loops throughout the level. Roll down slopes, breaking out of the roll when you begin to lose momentum on steeper inclines. Run, don't roll, through loops for less hangtime. The same holds true for those dash panels that toss you out over the water to a new section of the level.

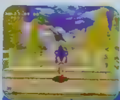




Unless you're in a hurry, [illegible] the [illegible] before you jump for the rings.



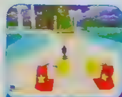
Stand slightly off to the left to [illegible] the point marker.



The [illegible] the dock in Sonic's wake.



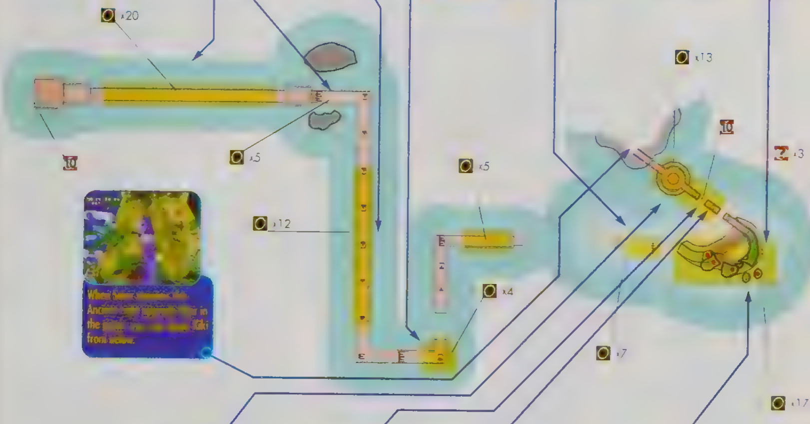
Avoid rolling, and you'll stay in [illegible] the [illegible]'s corners.



Off the dock, touch another point marker [illegible] Kiki on the right.



Circle around the island to the [illegible] the Item Boxes.



When [illegible] And[illegible] in the [illegible] Kiki from below.



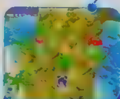
Avoid Kiki on the high ledge you[illegible] level, just run into the cave.



On the island's other side are another [illegible] in a few trees.

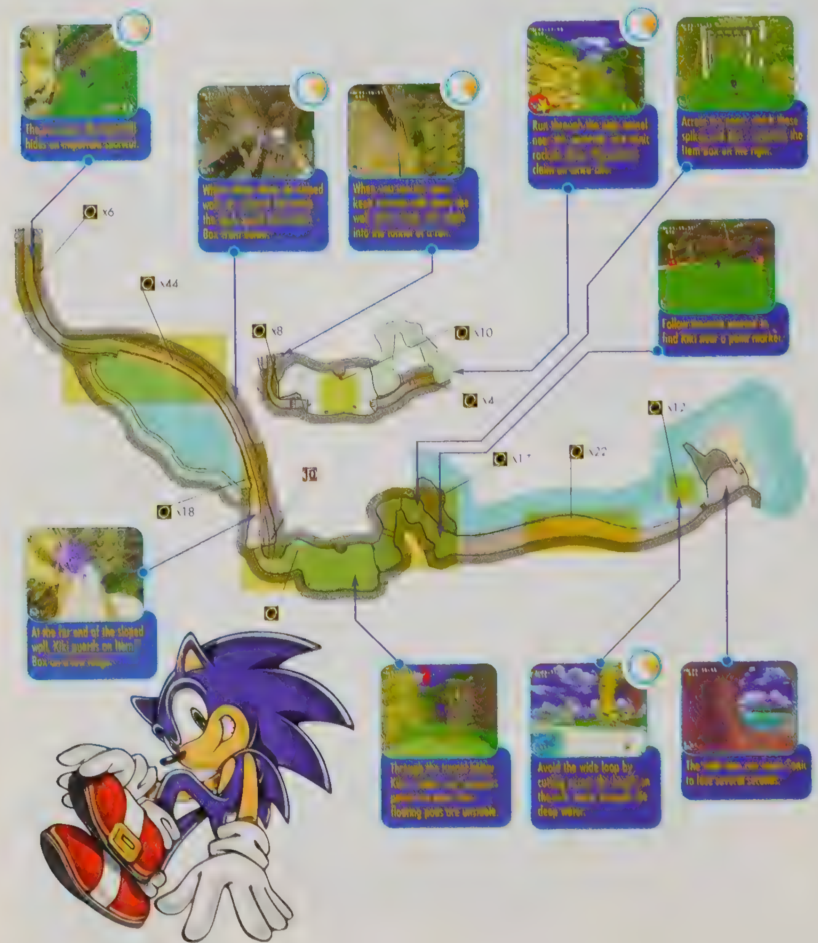


Rolling along the broken bridge [illegible] over the gaps.



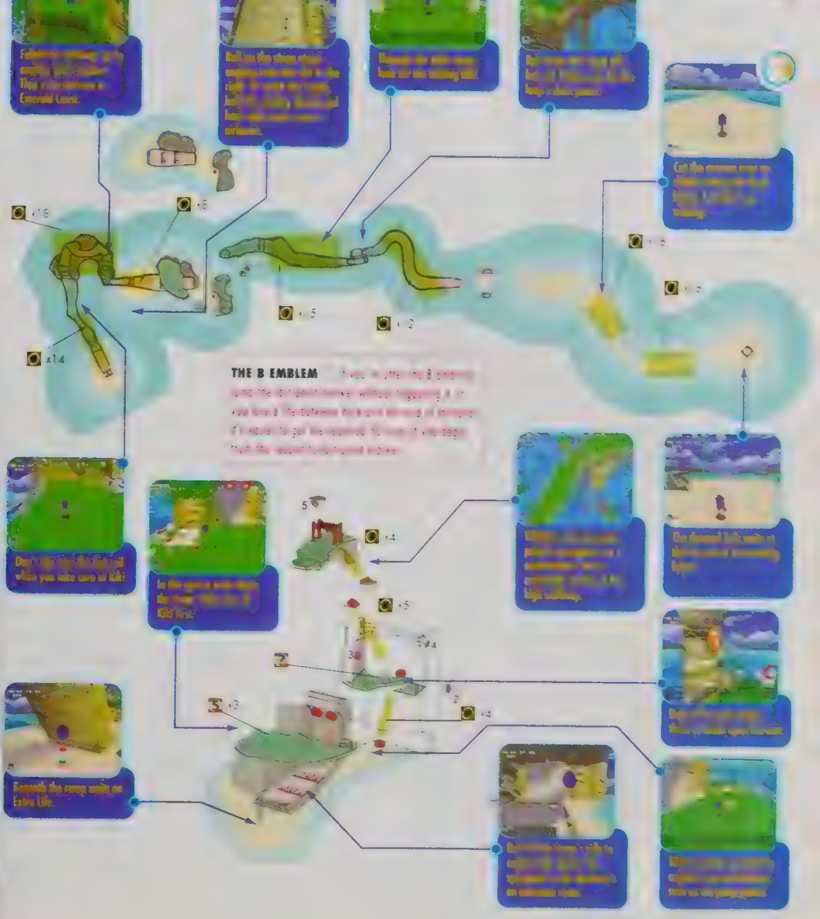
Jump from the ledge with the spring[illegible] Item Box with the Extra Life.

Emerald Coast





Emerald Coast



THE B EMBLEM

Windy Valley

EMBLEM GOALS

RANK	CONDITIONS
C	Get the Chaos Emerald!
B	Collect 50 rings and destroy the Capsule.
A	Destroy the Capsule within three minutes.

The Windy Valley is a tricky excursion through a level of dizzying heights and dangerous speeds. As long as you're not racing the clock, take a cautious approach. Leons phase in and out of a general area. Don't get caught looking at the scenery where one is apt to appear.

Rings
- 248 + (5~200)

Items
- Magnetic Shield (x4)
- Shield
- High-Speed Shoes

Enemies
- Leon
- Bou Boa

Animals
- Parrot
- Partridge
- Robin
- Mole
- Seal



Past the first point marker, Leo... it away from the ...

...reach the Extra Life, jump and ... the bridge explodes ... off the bridge to your right.

... is ... tornado.

Follow ... small fans to bypass ... and collect a magnetic shield.

To get this extra life, you need the ... Shoes, which you don't get until ... you return.

If you're in a hurry, bypass Leon and ... updraft beyond the rings.

From the ledge with Leon, jump and target the small fans in order.

Leon appears on the left-hand ledge, though it comes down to the main path.

Sonic travels ... let him sail along.

From where Sonic lands, jump ... sail to the adjacent area.

The wind past the Bou Boa carries Sonic to a small grassy area near the first point marker.

Downhill, a giant Bou Boa circles ... comes around.

From the small grassy area, jump to a pathway below.

Beyond the Item Box with the Shield, you ... backtrack.

Downhill from the second point marker, ... the current.

TIMER TIPS

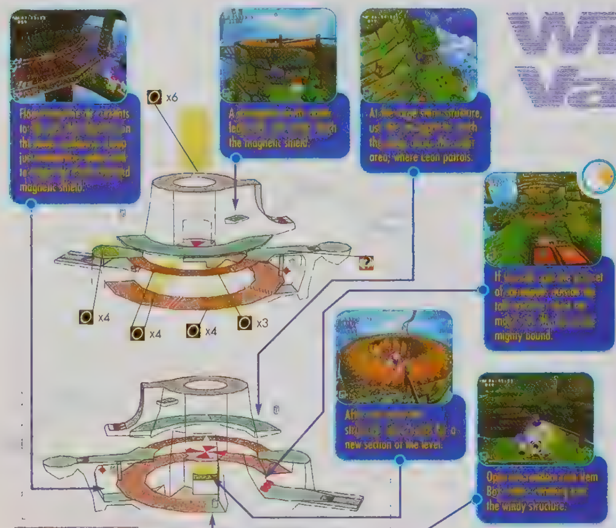
There are only a few shortcuts through Windy Valley, and time in the tornado tends to drag, so take advantage of the downhill runs. Roll Sonic into a ball and steer him along the downward walkways as much as possible. You must break into a run to properly use the long-distance dash panels, and also to stick to the path when the descent becomes reckless.



Windy Valley



Windy Valley



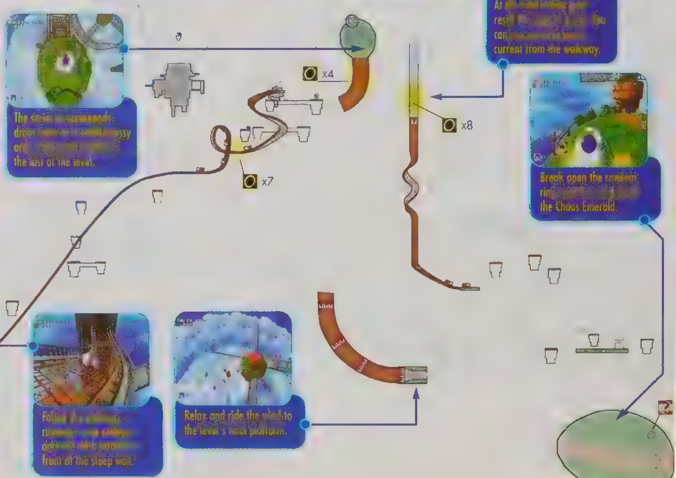
A TERRIBLE TWOSOME

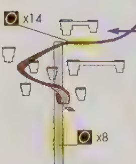
Getting the Extra Life and the magnetic shield from the side-by-side Item Boxes below the walkway is risky. The spiked ball is so quick that it's hard to target and destroy both Item Boxes before the trap makes a full turn. It's not uncommon for Sonic to get clobbered between attacks

Jump behind the spiked ball and do two Homing Attacks as fast as you can tap Ⓐ. Resist the urge to move ◯ after the second attack as the trap swings overhead. Jump back to the walkway on the opposite side of the obstacle.

THE B EMBLEM

If you're trying for the B Emblem, jump the final point marker without activating it. Between that marker and the level's end is one last wicked wind ride. Should you perish, it's doubtful you'll be able to collect the required 50 rings. A random ring Item Box is next to the level timer, but don't count on getting 40 rings from it when you need them!





Casinopolis



EMBLEM GOALS

RANK	CONDITIONS
C	Get the Chaos Emerald! (400 Rings)
B	Collect 50 rings and destroy the Capsule.
A	Destroy the Capsule within five minutes.

Casinopolis is Sonic's big chance to strike it rich—the load of rings available translates into a bunch of extra lives. You must collect 400 rings to exit the Casino, but why stop there? The level's ground floor consists primarily of two pinball games that pay off in rings. By intentionally losing either game, Sonic (and Tails) can drop into the basement to face an impressive gauntlet of traps and enemies. If you've learned the Light-Speed Dash, you can avoid most of those obstacles and still collect all the goodies.

PLAYING SLOT PINBALL When you activate the Slot and Pinball machine by striking the target at the top center of the game board, the lights on either side of the pinball tumblers start flashing. The flashing lights are a timing guide. Press A three times to stop each tumbler in turn on three consecutive flashes of the lights.

TIMER TIPS

Collecting 400 rings within five minutes requires luck, because the quickest way to the goal is a chance game of pinball. It pays to have a winning system, and one of the pinball games (Card and Pinball) is perfectly suited to the task. As the level begins, turn around and go into the purple transporter just a few feet away. That's the entrance to Card and Pinball.

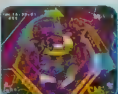
While you're playing, don't take the scenic trip to the second stage of the pinball game. The entrance to the second stage is at the top of the board, so don't try any tilting in that vicinity.

To rack up a bunch of rings in a hurry, use the left-hand flipper almost exclusively. When the Sonic-ball plays over to the left side, flex the flipper and hold it up so you can catch the ball behind the flipper. When the ball is at a standstill behind the flipper, release the control. Let the ball slide about halfway down the flipper, then whack it. Your target is the opening to the right of the three small panels above—a transparent tube that scores a card and also loops Sonic back around so you can catch him with the left-hand flipper again.



The ... the ... 'round ... the transparent tube.

When you get a feel for the timing, you can fire the Sonic-ball 'round and 'round, and quickly build a poker hand from the cards you strike. Luck of the draw is involved, but it's not something you have to try 10 times to make happen. When you master the flipper trick, it happens easily.



If ... miss, ... three small panels.

While you're working on the timing, realize that it's better to miss to the left of the transparent passage than to the right. To the left are three small panels, side by side. Striking all three scores a decent number of rings, and you can usually get two at one time by gently applying a little analog thumb pad tilt.

After you collect 400 rings, let the ball pass without striking it. Instead of falling into the basement, you fall back into the Casino, near the vault.

Rings

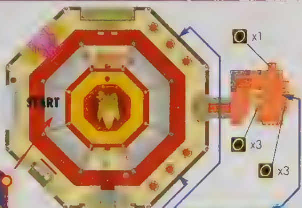
- 500 + (3~120)
- Extra Life (x5)
- Shield
- Invincibility Shield
- Smart Bomb

Enemies

- Bladed Spinner

Animals

- Parrot
- Partridge
- Robin
- Koala
- Rabbit





To ... the ... pinball game ... attempt to hit the balls.



Aft... order.



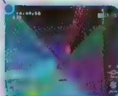
Use ... the bumpers and springpads.



When you ... allows you to reach the goal.



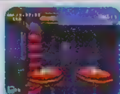
... knock rings loose.



To ... the transparent tube.



In ... on the board.



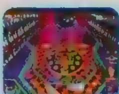
... and you ... the springpads.



... rings not quite as appealing.



The ... the clock.



The ... and ... targ... me...



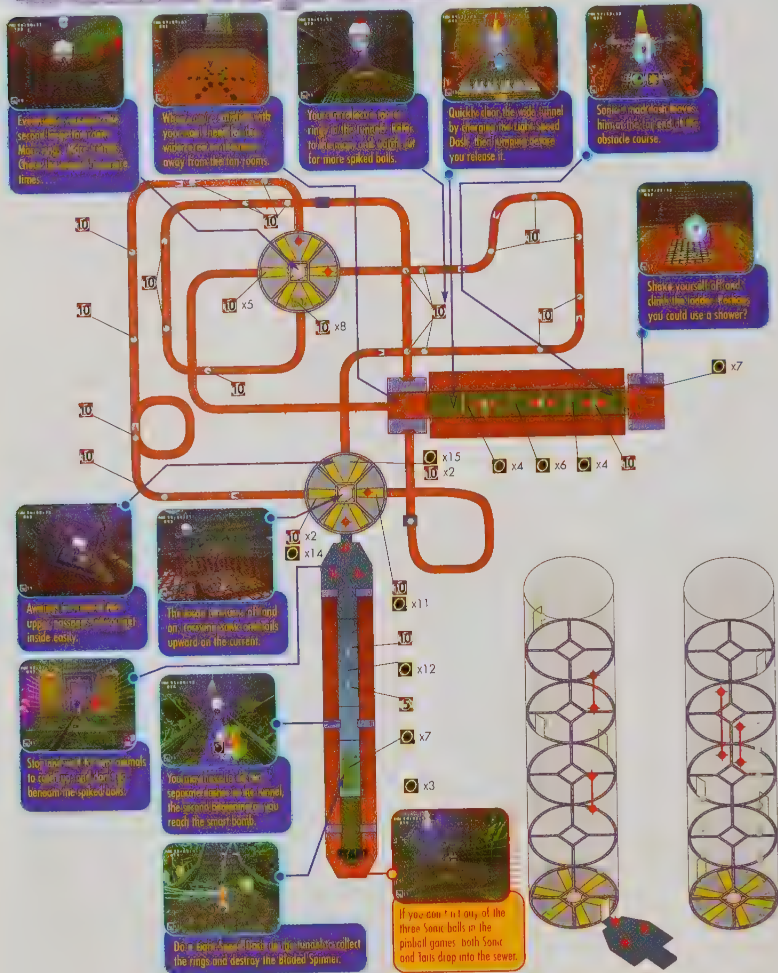
Go... the ...



... hitting jackpots.



The ... with your timing.


away from the fan rooms.
for more spiked balls.
Quickly clear the wide tunnel by charging the Light Speed Dash, then jumping before you release it.
obstacle course.
upward on the current.
reach the smart bomb.
the rings and destroy the Bladed Spinner.
three Sonic balls in the pinball games, both Sonic and Tails drop into the sewer.
x5
x8
x7
x15
x2
x4
x6
x4
x2
x14
x11
x12
x7
x3



Icecap

Icecap feels like the quickest level in the game, mostly because of the out-of-control snowboard run that culminates the action. The route to the snowboard hill is relatively direct, but there's plenty to do and see if you're not on the clock.

EMBLEM GOALS

RANK	CONDITIONS
C	Get the Chaos Emerald!
B	Collect 50 rings and break the Capsule.
A	Break the Capsule within four minutes.

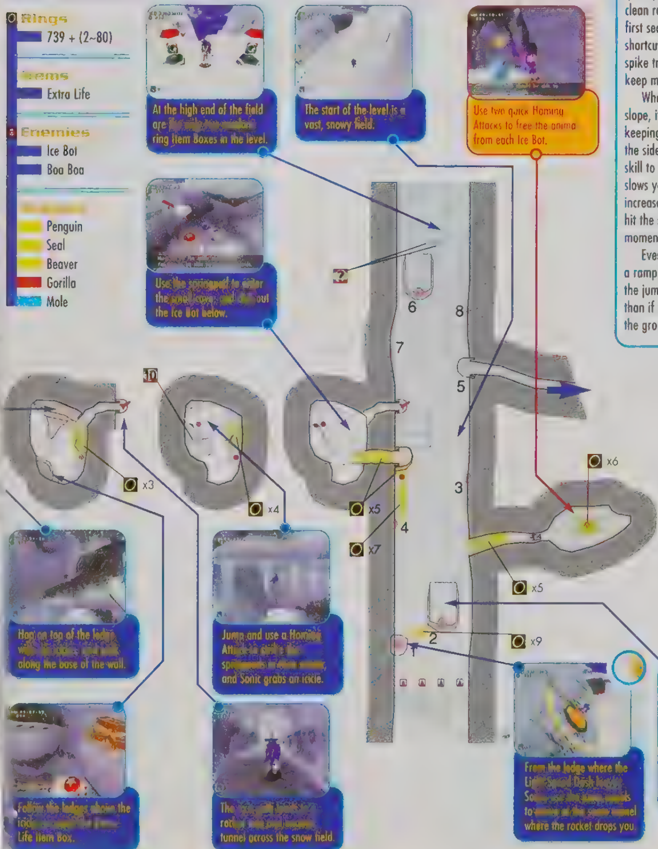
USING THE ICICLE PATHS To jump from one icicle to the next, Sonic has to circle around so the target icicle is behind him, then use Ⓐ and ◯ to make the transfer. It's easier if you carefully line up the camera before jumping, instead of letting it swing around at random while you try to line up a jump.

Rings
739 + (2~80)

Items
Extra Life

Enemies
Ice Bot
Boa Boa

Animals
Penguin
Seal
Beaver
Gorilla
Mole



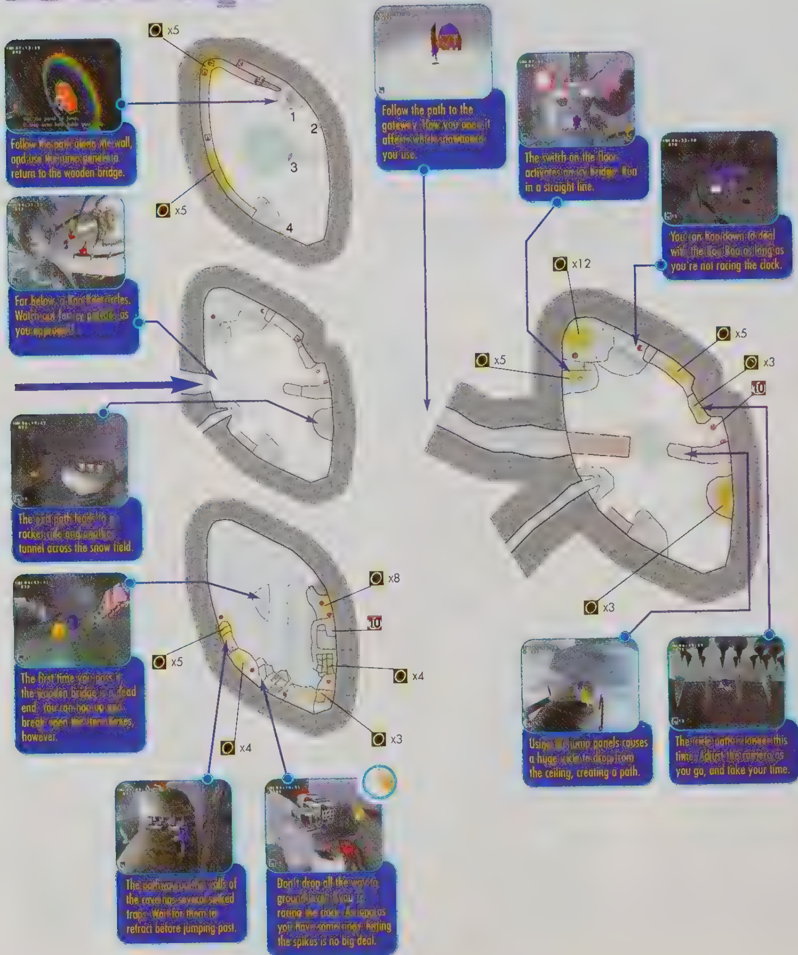
TIMER TIPS

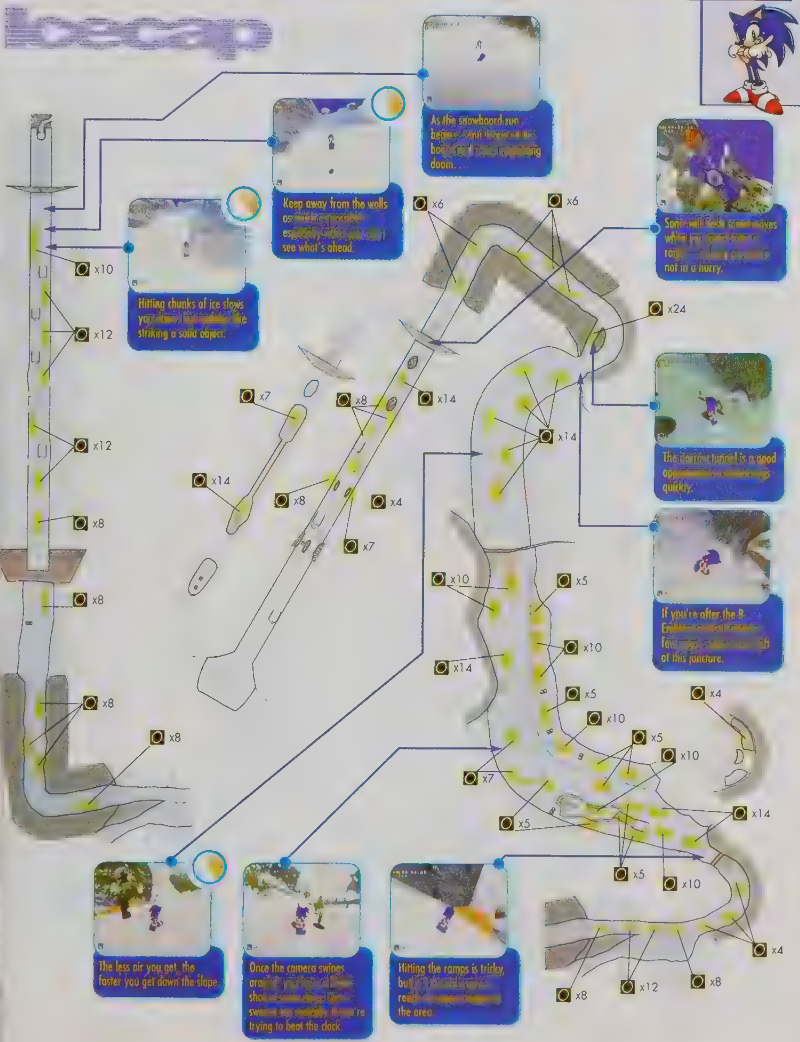
Getting through Icecap quickly depends on a clean run through the first section of the level. Use the shortcuts and don't worry about the spike traps knocking off rings. Just keep moving forward.

When you hit the snowboard slope, it's primarily a matter of keeping off the walls. That includes the sides of the ramps, which require skill to use. Trying to use the ramps slows you down more than it increases your speed. It's too easy to hit the side of a ramp and lose momentum.

Even if you make it onto and off a ramp cleanly, your hang time off the jump eats up more of the clock than if you'd just kept your feet on the ground.

Icecap


x5
x5
1
2
3
4
Follow the path along the wall, and use the jump panels to return to the wooden bridge.
Far below, a Kiki
you
x5
x5
x3
x10
x12
x5
x3
x8
x10
x5
x4
x4
x3
The path leads to
tunnel across the snow field.
The first time you pass
the wooden bridge
end.
however.
refract before jumping past.
the spikes is no big deal.
Follow the path to the
you use.
The switch on the floor
in a straight line.
You can
you're not racing the clock.
a huge
the ceiling, creating a path.
you go, and take your time.



As the snowboard run begins, Sonic [illegible] doom. . . .

Keep away from the walls as [illegible] see what's ahead.

Hitting chunks of ice slows you [illegible] striking a solid object.

Sonic will [illegible] not in a hurry.

The narrow tunnel is a good [illegible] quickly.

If you're after the B [illegible] of this juncture.

The less air you get, the faster you get down the slope.

Once the camera swings [illegible] trying to beat the clock.

Hitting the ramps is tricky, but [illegible] the area.

Twinkle Park

Twinkle Park has a more open feel than some other Action Stages, and it's rare that you forfeit a life because of a single misstep. You're more likely to face a backtrack than a quick demise. That can be time-consuming, but at least you're likely to leave with a net gain in lives!

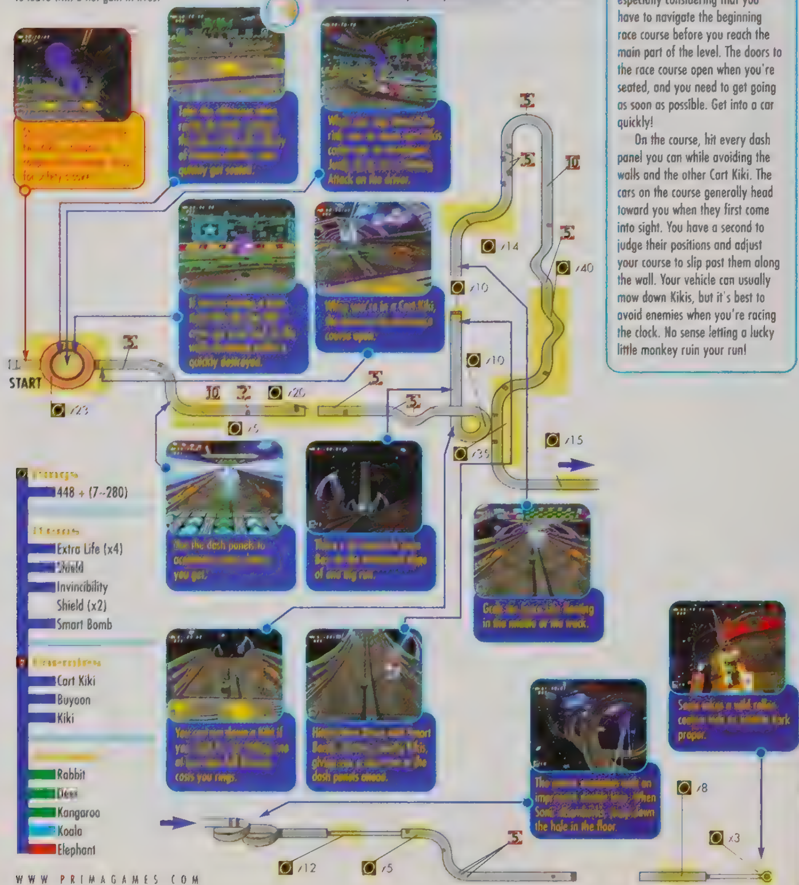
EMBLEM GOALS

RANK	CONDITIONS
C	Destroy the Capsule and rescue the animals!
B	Collect 50 rings and destroy the Capsule.
A	Destroy the Capsule in less than three minutes.

TIMER TIPS

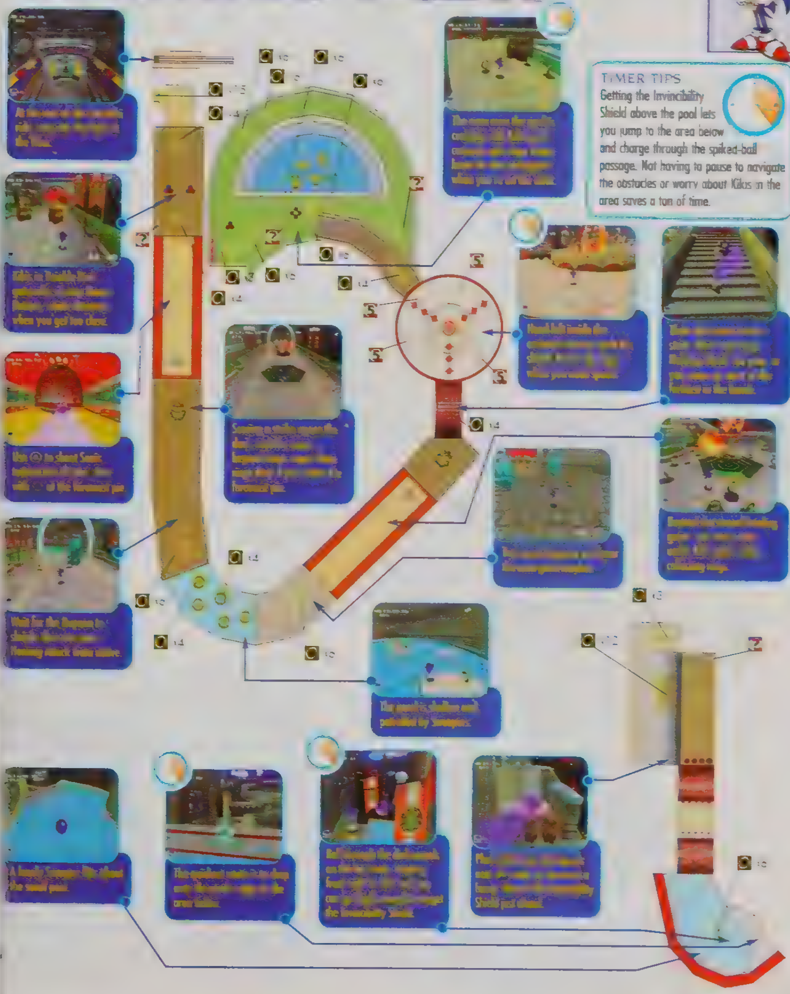
Twinkle Park's size makes it one of the harder timed tests, especially considering that you have to navigate the beginning race course before you reach the main part of the level. The doors to the race course open when you're seated, and you need to get going as soon as possible. Get into a car quickly!

On the course, hit every dash panel you can while avoiding the walls and the other Cart Kiki. The cars on the course generally head toward you when they first come into sight. You have a second to judge their positions and adjust your course to slip past them along the wall. Your vehicle can usually mow down Kikis, but it's best to avoid enemies when you're racing the clock. No sense letting a lucky little monkey ruin your run!



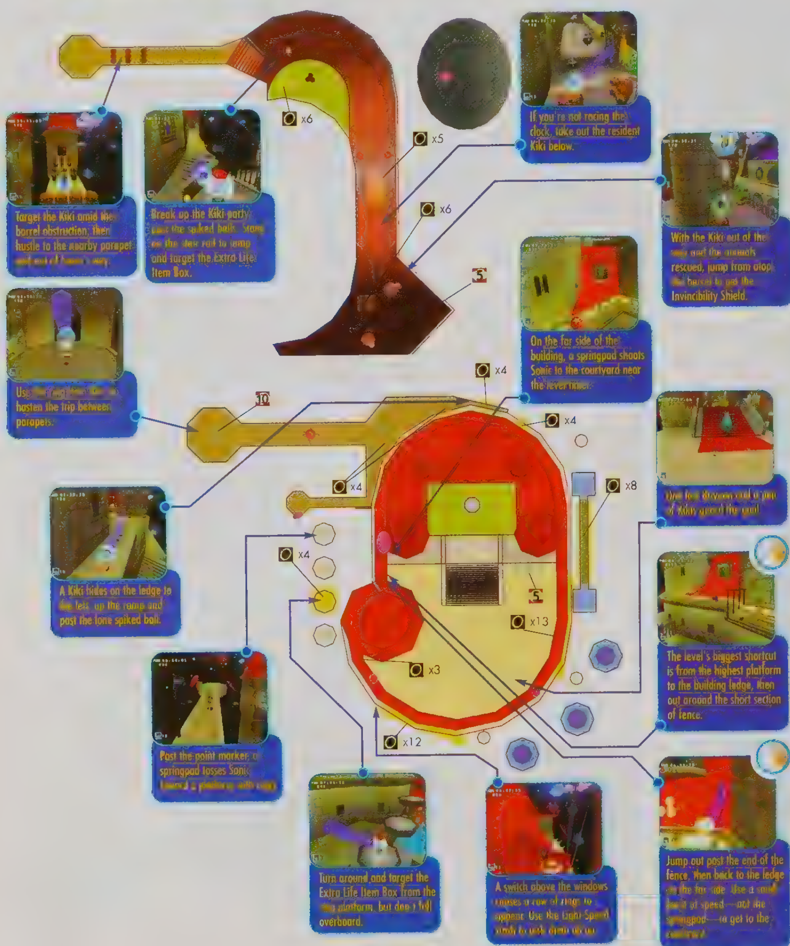
Twinkle Park





TIMER TIPS
Getting the Invincibility Shield above the pool lets you jump to the area below and charge through the spiked-ball passage. Not having to pause to navigate the obstacles or worry about Kikis in the area saves a ton of time.

Twinkle Park



Target the Kiki amid the barrel obstruction, then hustle to the nearby parapet [illegible]

Break up the Kiki party [illegible] the spiked balls. [illegible] the [illegible] rail to jump and target the Extra Life Item Box.

If you're not racing the clock, take out the resident Kiki below.

With the Kiki out of the [illegible] and the animals rescued, jump from atop [illegible] barrel to get the Invincibility Shield.

Us[illegible] hasten the trip between parapets.

On the far side of the building, a springpad shoots Sonic to the courtyard near the lever [illegible]

[illegible] of Kikis guard the goal.

A Kiki hides on the ledge to the left, up the ramp and past the lone spiked ball.

The level's biggest shortcut is from the highest platform to the building ledge, then out around the short section of fence.

Past the point marker, a springpad tosses Sonic [illegible]

Turn around and target the Extra Life Item Box from the [illegible] platform, but don't fall overboard.

A switch above the windows causes a row of rings to appear. Use the Light Speed [illegible]

Jump out past the end of the fence, then back to the ledge on the far side. Use a small burst of speed—not the springpad—to get to the [illegible]

Speed Highway



The Speed Highway is a reckless romp of twisting roadways and dizzying heights, with almost as many pick-ups as enemies. At this level, Sonic's adventure makes some serious demands on your skills, but the risks are worth it. During your first time through, see all the sights and roll around a lot until you get a feel for the highway. When the roads turn sideways or invert entirely, you must run (not roll) for Sonic to stick to the pavement.

EMBLEM GOALS

RANK	CONDITIONS
C	Destroy the Capsule and rescue the animals.
B	Collect 50 rings and destroy the Capsule.
A	Destroy the Capsule within two minutes and thirty seconds.

TIMER TIPS

Instead of a couple of major shortcuts, Speed Highway has a bunch of little ones. You must make a clean run through the level and cut almost every corner to beat the clock. The biggest timesaver is the pair of High-Speed Shoes high on the wall near the level's center. If you can grab the shoes and keep running across the wall and onto the roadway beyond, you're on your way to that A Emblem.

- 756 + (5~200)

- Magnetic Shield (x2)
- Shield (x3)
- Invincibility Shield
- High-Speed Shoes (x7)
- Smart Bomb

Enemies

- Cop Speeders (x2)
- Bladed Spinners (x3)
- Spiky Spinners
- Electro Spinner

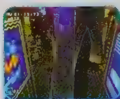
- Rabbit
- Kangaroo
- Deer
- Koala
- Robin



Speed Highway



Optionally, return to the start of the level and jump off to clear the first line of rings.



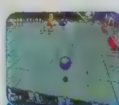
Drop to the highway between the two buildings after you have all the goodies.



Hop on the platform and ride it up to the new section of highway.



Run after the bars in front of the moving platform to shave off a couple of seconds, but be careful!



If you roll through the dash panels on the road ramp, you can skip over the glass ceiling. Free the animal from the Bladed Spinners.



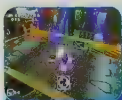
Jump off the upper section of roadway to collect rings, then jump back up again.



Wait until one of the Bladed Spinners ... the glass ... attack ... the barrier.



Climb ... and claim ... Use your ... so you can bounce backward from the dangerous ledge.



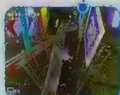
Jump the gaps in the upper roadway to reach the distant Magnetic Shields.



Power up ... to the roof of the second building from the ... between the two buildings.



At the beginning of the level, ball over the side of the roadway to bypass the loop. You drop rings if you don't ball up.



From ... between the towers, jump over the side to one of the buildings ... rooftops below.



If you ... Shields ... to the ... to drop. Take ... and the rings.



Before you slip down the steep slope, jump and land on the flat section of roadway above.



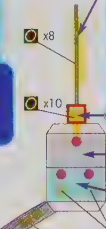
A ... speed ... Sonic up the building ... to the next section of sloped roof.



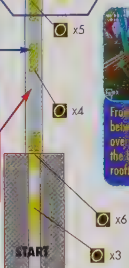
Climb ... the ... Item Box.

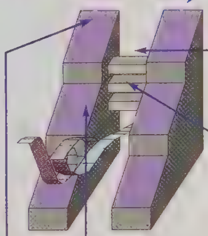


From ... sloped ... speed ... toward the three Item Boxes.



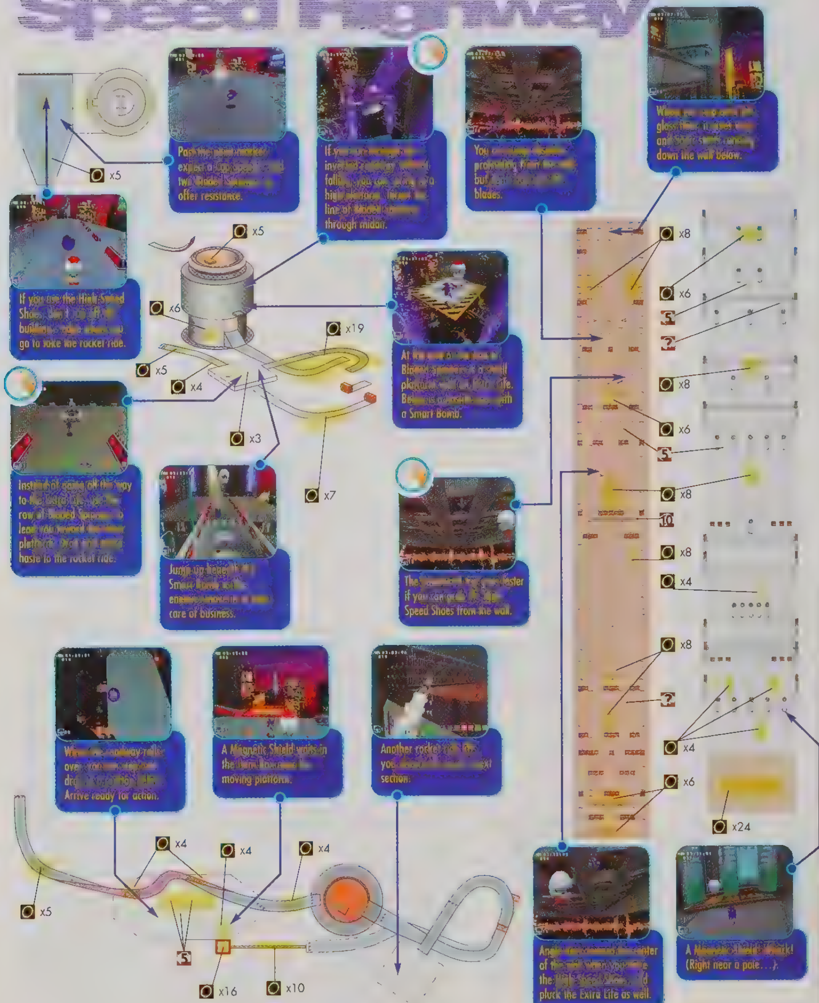







make you lose control.
of highway.
Box on the lower level.
x7
x4
x8
the upper highway.
just below.
x4
x8
x4
Sonic grabs hold of it.
x4
x10
x8
x8
x8
onto the building's side.
x11
x4
x4
x12
x6
x8
x12
onother sort.
x4
x6
x3
on the rooftop below.
x4
enemies below.
from the Item Box.
Attack on them from above.
High-Speed Shoes.
near the Extra Life.

Speed Highway





Speed Highway



Ru[illegible] item Boxes.

Jump to the rooftop from the ledge [illegible] Item Boxes. The [illegible] Speed [illegible] easy target.

Follow the right-hand lane around [illegible] of [illegible] the fountain. It'll be close.

Collect [illegible] before heading [illegible]

Expect more Cart Kiki trouble [illegible] street near the fountain.

Jump into the fountain, which carries Sonic aloft. [illegible] toward the roof.

From [illegible] across the street [illegible] the [illegible] can jump and target the Extra Life.

The rooftop [illegible] of the goodies in the area.

A [illegible] Spinner [illegible] the narrow street.

As you [illegible] down the [illegible] Cop [illegible] reduce your ring total.

The fastest way through this [illegible] Get [illegible] and get rolling.

It's [illegible] across the street.

Wait for the Electro Spinners to [illegible] for a Homing Attack.

More [illegible] unfortunately.

The final section of the level is a city street crawling with cars.

As the street section begins, roll [illegible] wall to make it to the rooftop.

Red Mountain

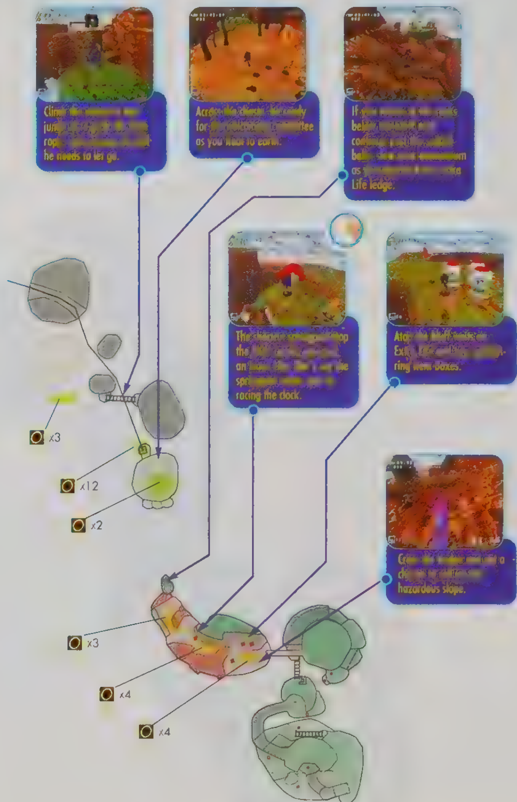
The area in and around Red Mountain is one of the most hazardous in the game. The unforgiving heights of the initial climb give way to floors of molten lava once you reach the interior, making the B Emblem almost as hard to achieve as the A Emblem. Go slowly until you have no other choice. The ground collapsing beneath your feet is a good indicator that it's time to shake a leg.

EMBLEM GOALS

RANK	CONDITIONS
C	Chase the Egg Carrier!
B	Collect 50 rings and destroy the Capsule.
A	Destroy the Capsule within three minutes.

TIMER TIPS

You have to reach the end of Red Mountain in three minutes to score the A Emblem. The good news is that you know early on if you're going to come close. You must cover the distance between the beginning of the level and the first tram ride almost flawlessly to have a shot at the A Emblem, and you should drop inside the mountain with at least 1:30 left. The final hall is merciless, but if you can make it to the last point marker with a couple of lives and 20 seconds remaining, there is hope.



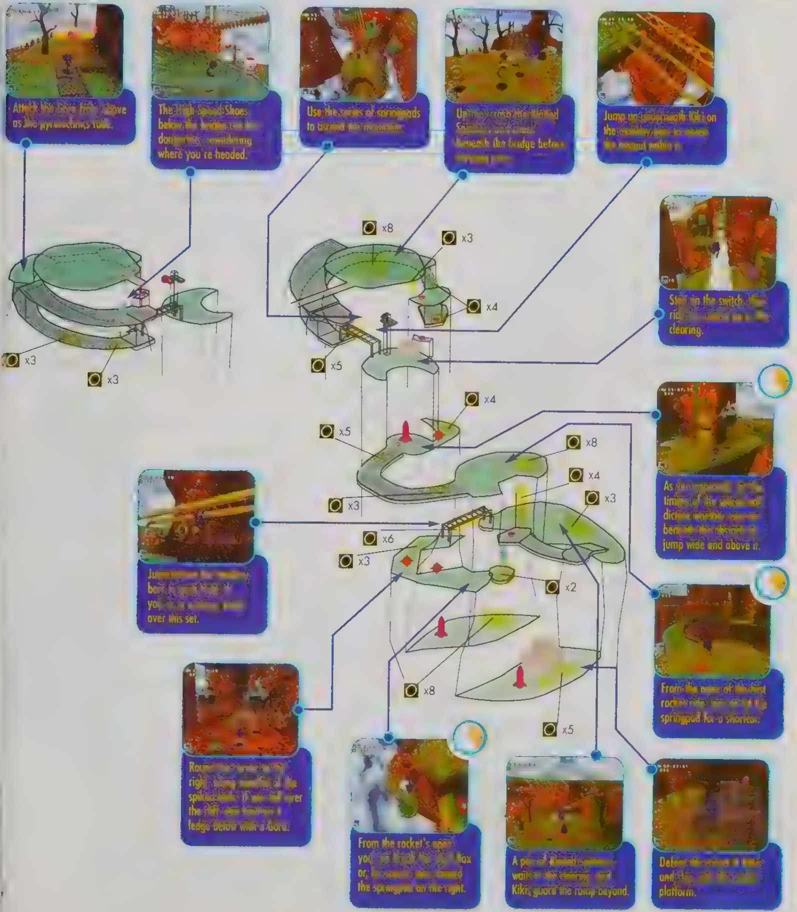
Rings

- 534 + (6~240)
- Extra Life (x8)
- Shield (x2)

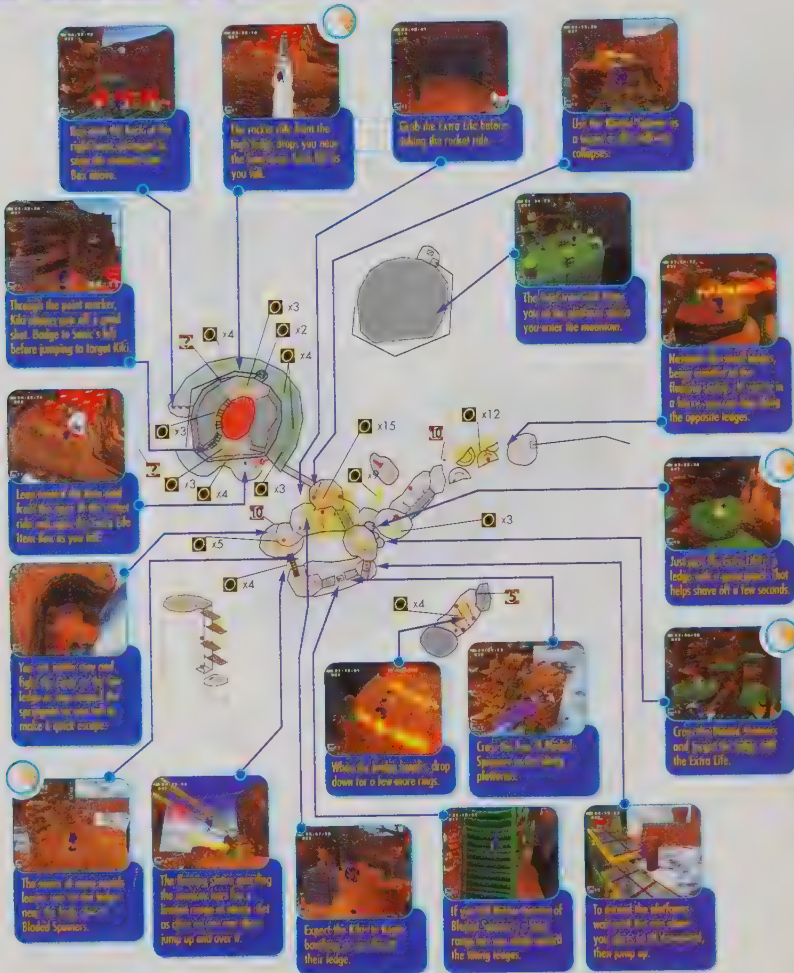
Enemies

- Goro
- Kiki
- Bladed Spinner
- Gorilla
- Elephant
- Lion
- Parrot
- Mole

Red Mountain



Red Mountain



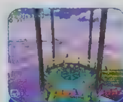
Red Mountain



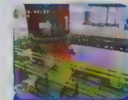
Sky Deck

Sky Deck is a dizzying level, made more difficult because the Egg Carrier keeps changing altitude. When the alarm sounds, hold your position or grab onto something and let the ship stabilize before continuing. As you travel along the deck's lower portion (not the undercarriage, but after you destroy the first turret) the wind current blows from left to right, toward the large flaps along that edge of the ship. If you're near that edge and unable to grab hold when the ship shifts, run and jump toward the ground to keep from being swept overboard.

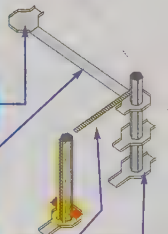




Take [illegible] getting spun over the edge.



The[illegible] to resc[illegible] it takes time.

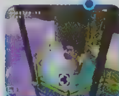




Drop off the [illegible] to [illegible] don[illegible] before claiming the prize.



Wh[illegible] give[illegible] you[illegible] of [illegible] second level.



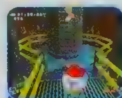
Eac[illegible] com[illegible] M[illegible] of [illegible] big gun.

EMBLEM GOALS

RANK	CONDITIONS
C	Rescue the animals and destroy the Capsule!
B	Collect 50 rings and destroy the Capsule.
A	Destroy the Capsule within five minutes.



As you cross the monkey bars, jump up and destroy the walking Bladed Spinner.



Try to rescue the animals from the Bladed Spinners before [illegible] Extra Life from the lower platform.

Rings

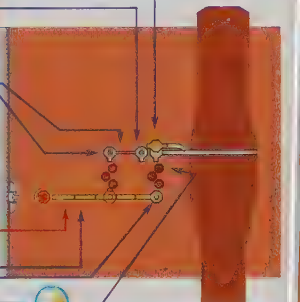
- 641 + (8~320)
- Extra Life (x8)
- Magnetic Shield (x9)
- Shield (x5)
- Invincibility Shield (x4)
- Smart Bomb (x2)
- High-Speed Shoes

Enemies

- Spiky Spinner
- Bladed Spinner
- Electro Spinner

Animals

- Parrot
- Partridge
- Robin
- Skunk
- Lion





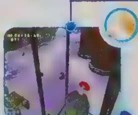
Climb the ladder [illegible] set [illegible] much of an obstacle.



Hurdle the obstacles with quick little jumps before the turret gun blasts the walkway to pieces.



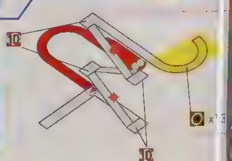
Wait for the ship to reach a constant altitude before you try crossing the row of Bladed Spinners.



Use the [illegible] the la[illegible] pair of Extra Lives.

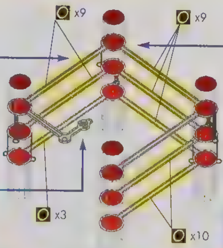


Jum[illegible] pilla[illegible] between them.



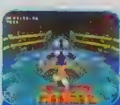


Sky Deck





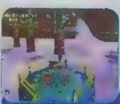
Hurry along to the fourth pillar after you reach the upper walkways.



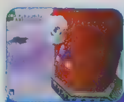
Rush up to the rocket and blast the big gun before it blasts you.



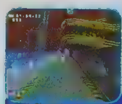
You can cut corners by jumping, and can climb to the third level without a ladder.



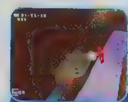
Son[illegible] ma[illegible] [illegible] section. Don't use the [illegible] panel if you're racing [illegible]



Jump up beneath [illegible] Box [illegible] Magnetic Shield. Lean toward the pillar as you fall.



Even [illegible] the ramp [illegible] quite takes longer than the true shortcut.



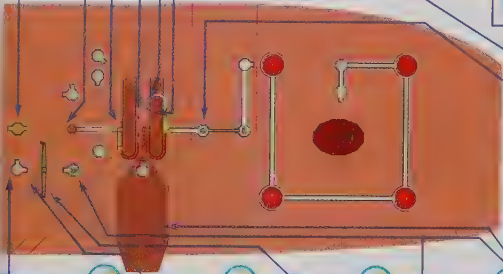
Do[illegible] as you arrive on the [illegible] the ship to stabilize. The winds here are [illegible]

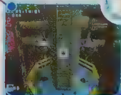


Across the springpads, adjust [illegible] to make Sonic crash [illegible] the High Speed Shoes.

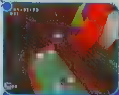


The dash panel sends you down a ring-filled ramp protected by dangerous spiked balls. Hop over the dash panel and off the ledge.





The Invincibility Shield lets you move through the enemies (if you didn't use a Smart Bomb on them).



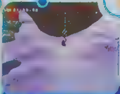
The Invincibility Shield lets you hurry around the walkway, then disregard the spiked balls as you climb.



[illegible] first [illegible] ins [illegible] Bladed Spinners.



Let the [illegible] before [illegible] the last Bladed Spinners.



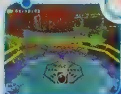
From slightly off-center [illegible] grabs the rotating crane.



[illegible] Sonic [illegible] time riding around on it.

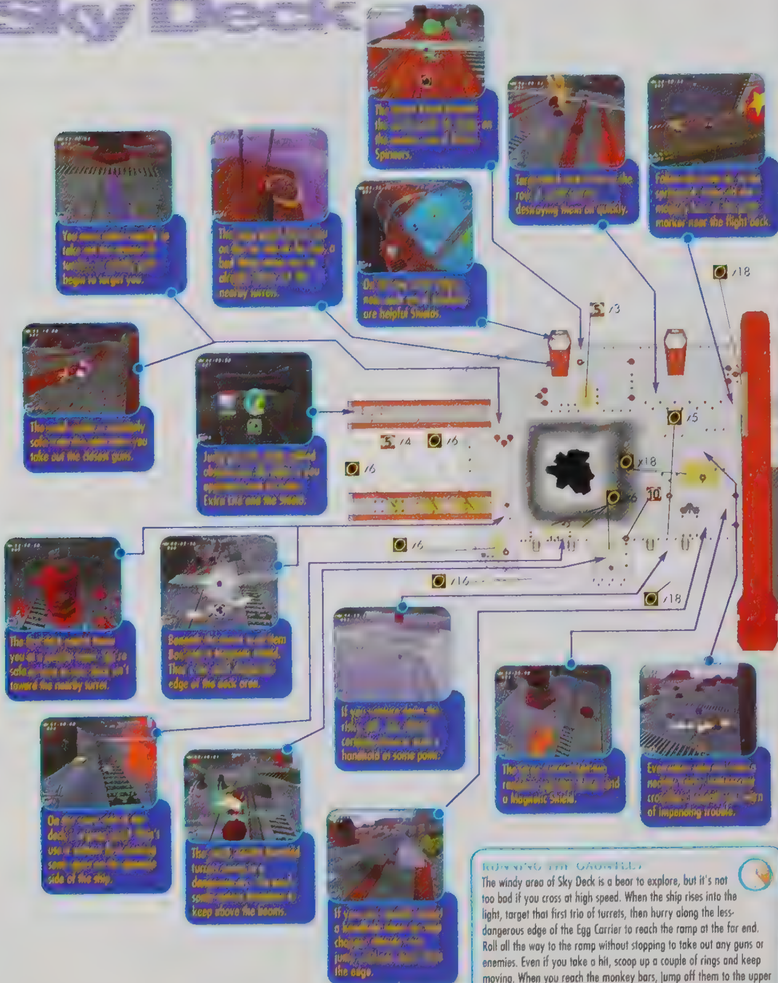


[illegible] is over the [illegible] let go of the crane.



The [illegible] atop [illegible], [illegible] Spin[illegible] take the Invincibility Shield.

Sky Deck



RUNNING THE GAUNTLET

The windy area of Sky Deck is a bear to explore, but it's not too bad if you cross at high speed. When the ship rises into the light, target that first trio of turrets, then hurry along the less-dangerous edge of the Egg Carrier to reach the ramp at the far end. Roll all the way to the ramp without stopping to take out any guns or enemies. Even if you take a hit, scoop up a couple of rings and keep moving. When you reach the monkey bars, jump off them to the upper area and tag the nearby point marker.



Sky Deck





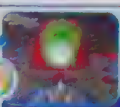
point marker quickly.

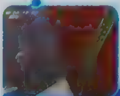












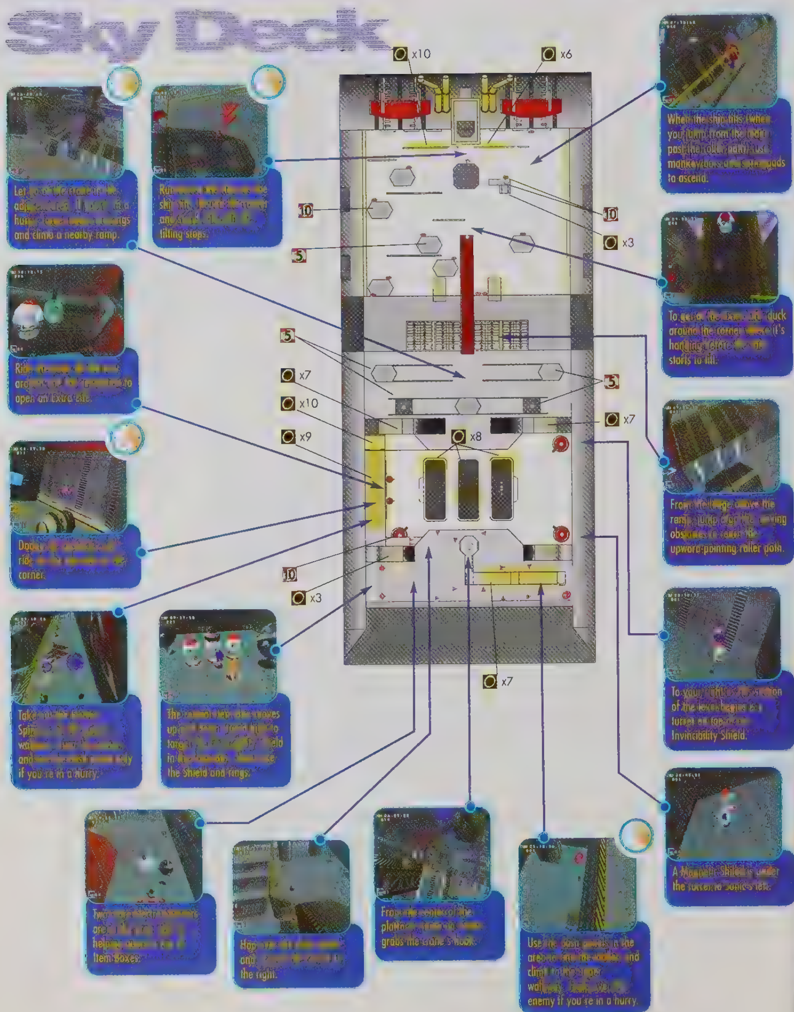
TIMER TIPS

Completing the Sky Deck in five minutes is one of the easiest mad dashes in the game, unless you have a problem with midair trajectories. You can cut your time in three major ways:

1. Use the Smart Bomb and Invincibility Shield near the [illegible]
2. Roll past the turrets on the deck's lower section, weaving between them to reach the ladder. It's risky [illegible] between two point markers.
3. Race up the final part of the level before it tilts [illegible] you into a dangerous climb.

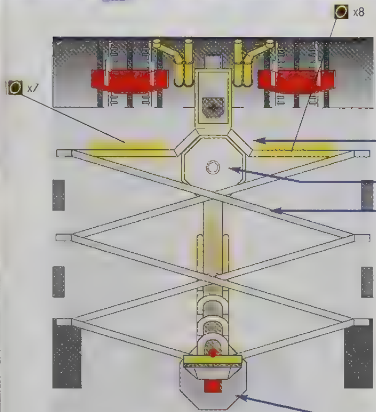
Crossing the flight deck is dangerous, as sections of the deck collapse while you advance. Use the dash panels to shoot across the danger zone. You don't have to run forward to escape from the rectangular pits [illegible] and jump up the side wall instead. It's slower than running forward, but you can lose a ton of lives in the small section unless you use caution.

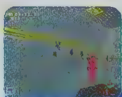
Sky Deck


x10
x6
10
x3
5
5
x7
x10
x9
x8
5
x7
10
x3
x7
When the ship tilts
to ascend.
and climb a nearby ramp.
tilting stops.
open an Extra Life.
corner.
To get to
around the corner
starts to tilt.
upward-pointing roller path.
of the
Invincibility Shield.
if you're in a hurry.
the Shield and rings.
A Magnetic Shield is under
Item Boxes.
the right.
grabs the crane's hook.
Use the dash panels in the
enemy if you're in a hurry.

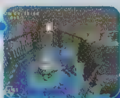


Sky Deck





When the ship tilts, use the monkey bars and spring pads to make a slow climb to the point marker.



Follow the enclosed walkway to the Capsule.



Jump from the center of a switchback walkway to drop to the platform below.



Step on the switch and give the door a half-second to open before entering. It's possible to rush and climb atop the walkway.



Lost World

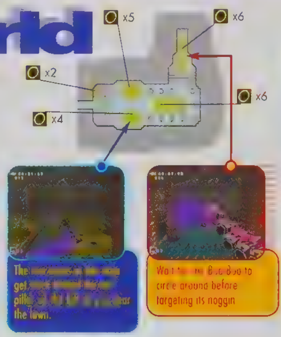
As you near the final showdown with Dr. Robotnik, the leisurely pace of Lost World seems like the calm before the storm. The level comprises several large and dangerous areas, but if you're not racing the clock, you can work your way through at a cautious pace.

EMBLEM GOALS

RANK	CONDITIONS
C	Go to the center of the ruins!
B	Collect 50 rings and destroy the Capsule.
A	Destroy the Capsule within four minutes and thirty seconds.

TIMER TIPS

The requirement to get to the Capsule in under four and a half minutes makes this the toughest A Emblem for Sonic to obtain. Quickly defeat the large water room puzzle, then make all the right moves in the final area where Sonic climbs the lighted panels. You can shave off seconds in several other small ways, but there's little room for error.

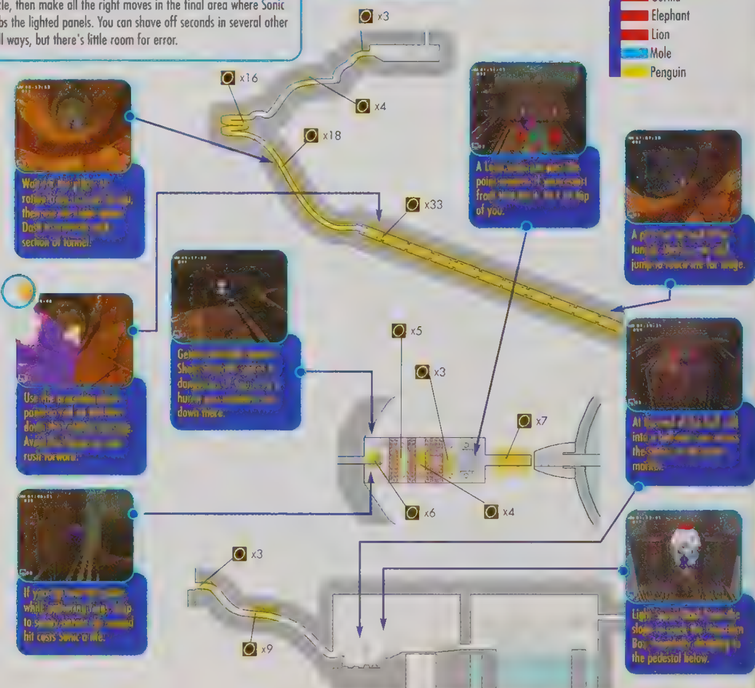


Rings
489 + (7~280)

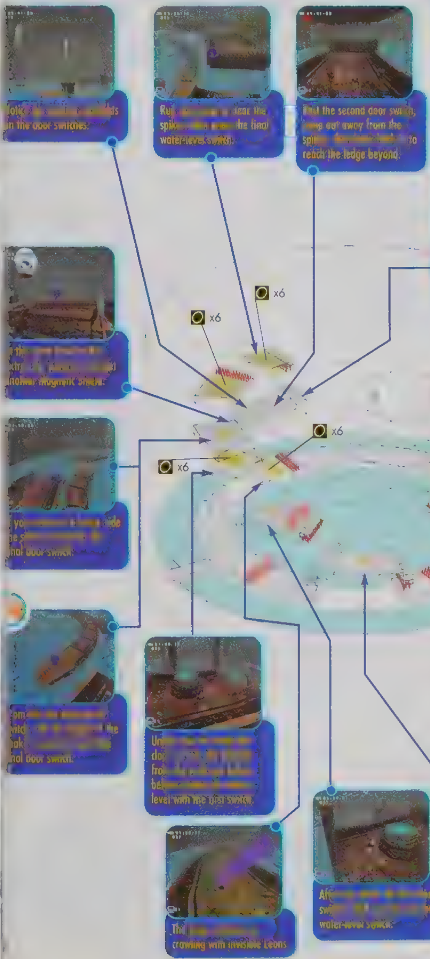
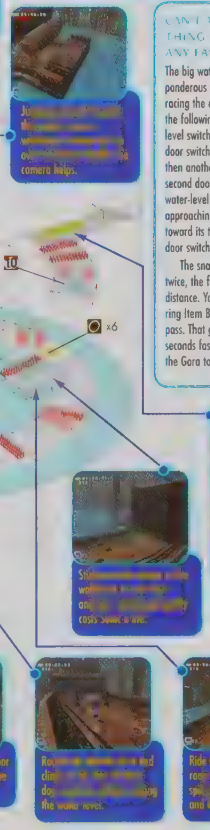
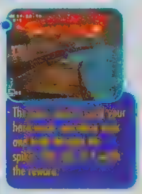
Items
- Extra Life (x2)
- Shield (x3)
- Magnetic Shield (x4)
- High-Speed Shoes

Enemies
- Gola
- Boa Boa
- Leon

Animals
- Gorilla
- Elephant
- Lion
- Mole
- Penguin



Lost World

THE SOUND OF DANGER

When you start raising the water level in the room, you can occasionally fall off one walkway and land on another below. You may still be alive, but you're in danger of drowning. When Sonic's air supply ebbs, the music changes. At that point, get some air in a hurry. If you can't climb out of the water, jump up as high as you can. If you can break the water's surface, you get enough of a breath to keep going.



CAN'T THIS THING GO ANY FASTER?

The big water snake is a ponderous transport, especially if you're racing the clock, but be patient. You want the following sequence: the first water-level switch, then a snake ride, the first door switch, the second water-level switch, then another snake ride. Jump off at the second door switch, then climb to the third water-level switch. From there, jump to the approaching head of the snake and roll toward its tail. It's easy to jump to the last door switch from the end of the snake.

The snake passes the exit walkway twice, the first time below a safe jumping distance. You can jump up and target the ring Item Box near the Gora on that first pass. That gets you to the door a few seconds faster, though you must battle with the Gora to make it happen.

Lost World

IN THE DARK

Aligning the lights and mirrors in the dark room takes too much time if you're on the clock. Negotiating the room in the dark is hazardous, but you must do it to get the A Emblem. Use the Goras and flame darts as markers. Jump over that first Gora and target the second one from above when it is farthest from you.



Lost World



A pair of ... the walls.



Use ... to the ... and take ... pathway divides.



Using the same switch repeatedly cycles it through a ... panels align ... to climb.



The ... is easy to ... If you ... there's time to explore.



... along the row of rings.



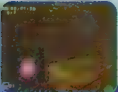
Atop the ... Shield



... are lurking. The switches realign the panels.



The ... and ... through it. Roll and jump.



... to the ledge on the right.

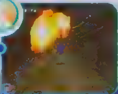


If you ... Shield ... toward the camera.

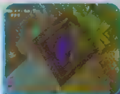
Enter the room and angle left toward the switch in the water with the Gora beside it. As long as you have any rings, ignore the Gora and jump atop the switch. As the panels realign, jump into the air and trigger the switch a second time. If the Gora closes in, attack it before returning to jump on the switch a third time. Stay on the switch.

When you hit the switch the third time, the panels change color before they align and light up. When you see the color change, jump down and head for the lowest panel. Run up the wall, angling to the right of the top panel to drop to a ledge. Break the boxes there and run through to the switch beyond.

Jump on the second switch. Note the color change, jump off and run up, angling to the right of the uppermost panel. Jump into the open box with the trail of rings leading down into it. Even if you miss, hug the wall as you fall. The odds are good that you land on a ledge, which is near where you want to be.



Inside the ... the corner to continue.

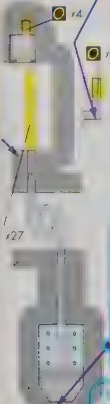


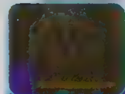
Jump inside the box above the second ... Hug the wall if you miss.



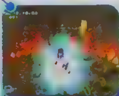
There ... flat-out foot race.



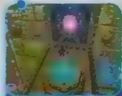




In the ... disturbing vision.



If you ... the room.



The ... through the underpass.

Note

If you're trying for the B Emblem, ... there are 27 rings in the ... before the end of the level ... the loop and ... can't get back ... there are no rings.

If you miss when you try to jump into the high box with the row of rings leading into the passage, you often fall and land on the lip of a ledge. That ledge is near the switch that activates the row of rings and allows you to Light Speed Dash to the end of the level. The camera doesn't zoom in until you jump inside the ledge's lip, so keep your cool and you might yet beat the clock. If you get twitchy at that point, you slip over the edge and drop to the ground floor of the large room.

Final Egg

This is it, the Final Egg. Robotnik has retreated deep within his lair, stung by his personal defeats and those of his Chaos monster. Sonic must get to the bottom to stay on top, although completing the level is only half the battle. A showdown looms against Robotnik and his malicious contraption, the Egg Viper. A stockpile of lives is your best defense, and the bunch of Extra Lives in the vicinity can help.

EMBLEM GOALS

RANK	CONDITIONS
C	Go to the center of the base!
B	Collect 50 rings and destroy the Capsule.
A	Destroy the Capsule within four minutes and thirty seconds.

TIMER TIPS

As in the previous level, Final Egg has some large puzzle rooms that can eat up time. Make the most of the few long straightaways and choose the shortest route when the paths diverge. There aren't too many tricky ways to cut corners. This last run is all about demonstrating your mastery of the controls.

Rings
- 751 + (12~480)

Items
- Extra Life (x16)
- Magnetic Shield (x3)
- High-Speed Shoes (x3)

Enemies
- Egg Keeper
- Bladed Spinner
- Electro Spinner
- Beat

Animals
- Rabbit
- Deer
- Kangaroo
- Gorilla
- Mole





Final Egg


x12
x8
x6
x9
x2
x2
up for a Light Speed Dash.
Follow the corridor, weaving
that extend to shake loose
Dodge past more arms to
reach the chamber at the
end of the corridor.
the large laser barrier.
reach it safely.
Stand near the laser guards
and do a Light Speed Dash
to get at the Extra Life and
Inside the room, get above
the Electro Spinners to use
random-ring Item Boxes.
Bladed Spinners.
You should hit the second
point marker with 30
seconds on the clock.
If you're not in a hurry,
investigate the lower level.
second platform on the left.
platform below, near three
random-ring Item Boxes.
to the upper level.
unscathed.

Final Egg



If you start to climb the walls, jump off to reach the floor and keep moving forward.

Use the single set of dash panels in the rotating tunnel to cut down your time.

To save time, jump from near the entrance and target the closest Bladed Spinner. It's a stretch, but it avoids the platforms.

The Extra Life in the hall makes a convenient target, helping to get you out of the tunnel above.

Follow the line of Bladed Spinners to a nearby Extra Life.

Use to run forward, and accentuate each turn in the hall to save time.

The floor switch opens the chamber, giving Sonic access to the level's lowest areas.

Jump from the platform when you regain control, heading toward the spotlight.

Use the Item Box on the small ledge as your final target. Step onto the platform through the portal.

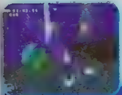
Cross the line of Bladed Spinners to the nearby irregular walkway.

Be bold to get past the swinging hammers. If you're on the clock, don't wait for the platforms to float up and down.



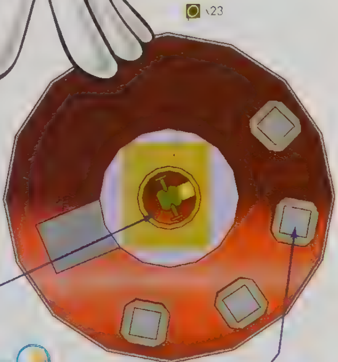
Final Egg

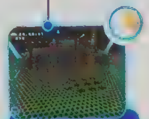




If you're in no hurry, rescue the animals in the lower corridor from the Spiky Spinners.





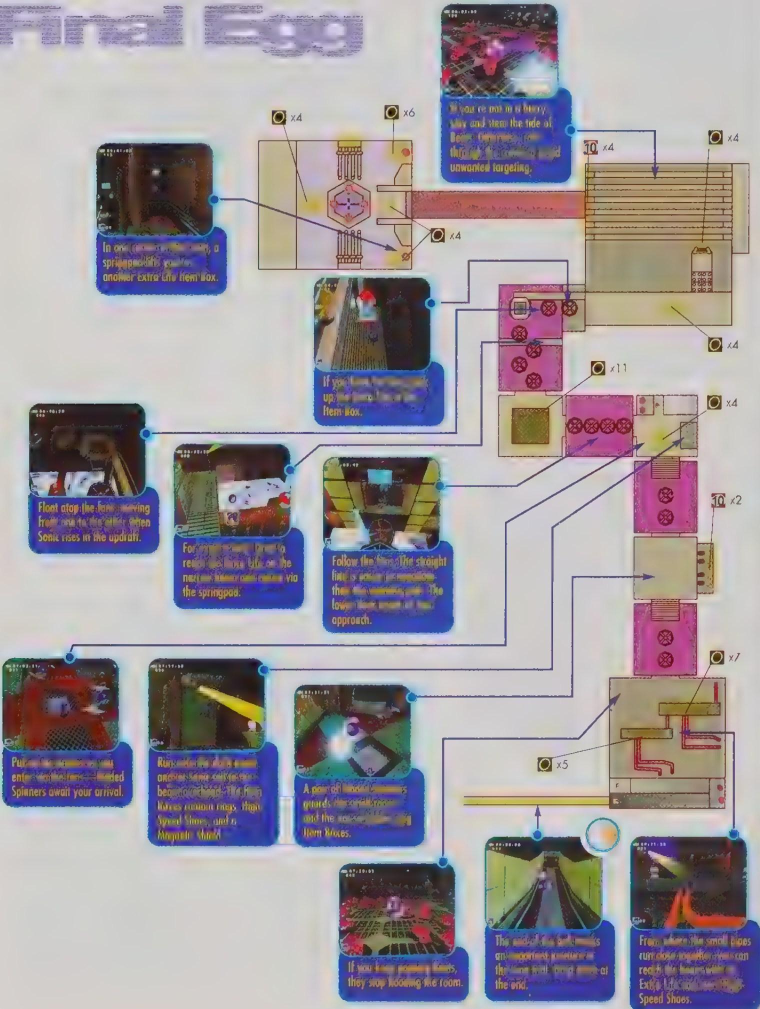


From the lowest platform (the low camera angle) jump to the central area and head to the right. Enter the elevator.



Through the point marker, jump to the descending platforms. When you have the timing, jump before the next platform appears.

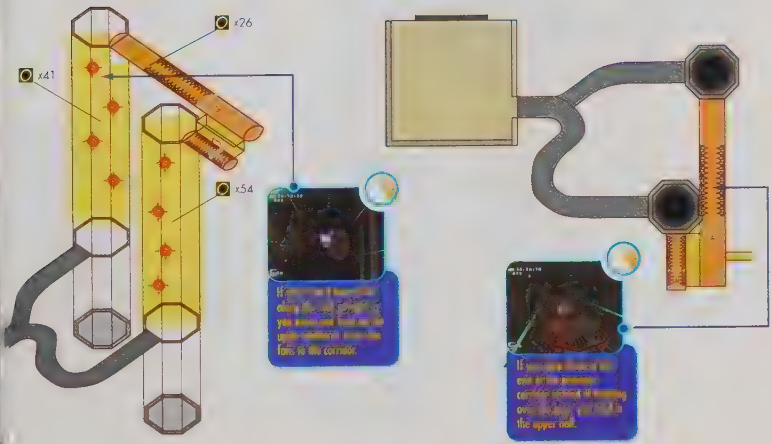
Final Egg


x4
x6
x4
x4
x4
x4
x11
x4
x2
x7
x5
unwanted targeting.
another Extra Life Item Box.
Item Box.
Sonic rises in the updraft.
the springpad.
approach.
Spinners await your arrival.
Item Boxes.
they stop flooding the room.
the end.
Speed Shoes.



Final Egg





Final Egg



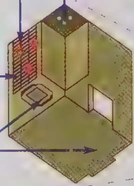
From the [illegible] drop the ladders, run and jump to the upper area [illegible] Lives are waiting.

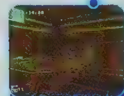


Climb to the top of the center ladder and jump off, hugging the wall.



Be[illegible] ladder and climb to the crossing beam. From there, jump over [illegible] above the central obstacle.





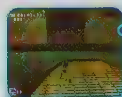
Before you [illegible] Robotnik, pad your extra [illegible] The platform [illegible] goes up and down. [illegible] lowers, jump aboard.



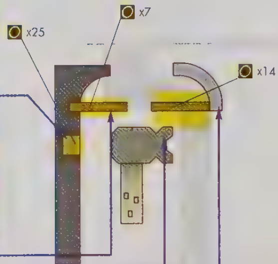
Even if you're racing [illegible] cla[illegible] take [illegible] enemies. [illegible] pass easily.



By [illegible] near the practice dummies you [illegible] the wide pipe.

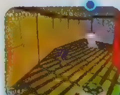


Run and jump from the top of the [illegible] reach the ring [illegible]. Jump [illegible] dummies.





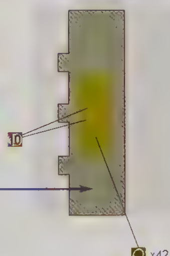
If you're exploring, use [illegible] Light [illegible] the line of rings.



Across [illegible] on [illegible] Extra [illegible] with random rings.

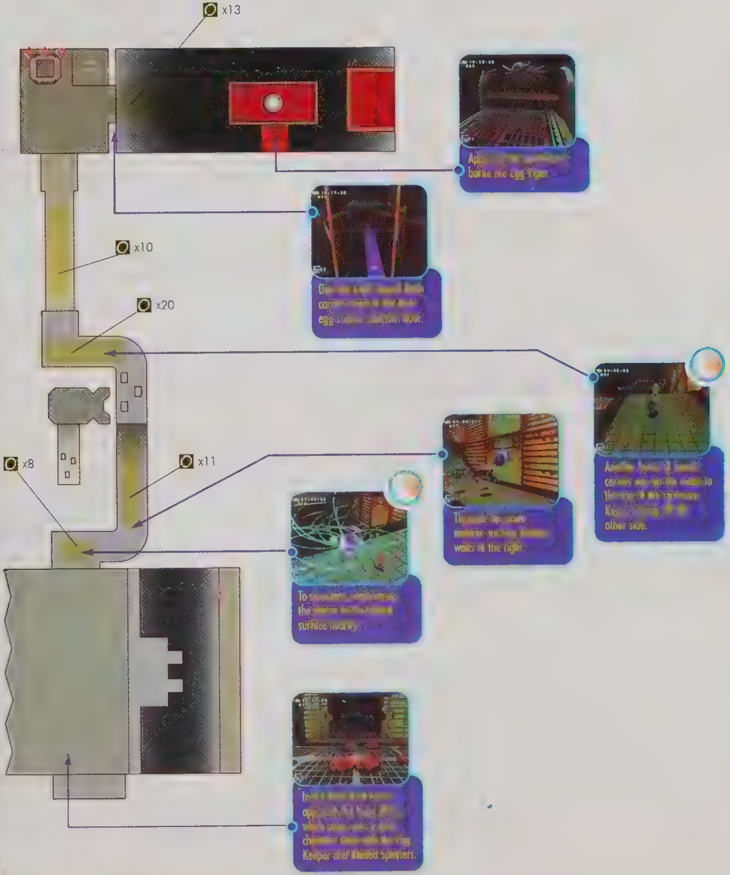


Use [illegible] slope [illegible] ledge overhead.





Final Egg



Miles "Tails" Prower



The twin-tailed fox named Miles "Tails" Prower is one of the most versatile characters in *Sonic Adventure DX: Director's Cut*™. You can play as Tails before any of Sonic's other buddies. Once rescued from Emerald Coast at the beginning of Sonic's adventure, Tails becomes a playable character, ready for action.

All of Tails's Action Stages are races, either against the clock, against Sonic, or against Dr. Robotnik. When you make it to Tails's final level (Speed Highway), you have to outrace Robotnik to a downed missile, then battle to save Station Square from the Egg Walker.

Tails's Story



Miles "Tails" Prower idolizes Sonic, and gains some self-confidence as he helps to foil Robotnik's evil plans. Tails's story begins when his plane, the Tornado, experiences engine trouble over Station Square and he has to make an emergency landing in Emerald Coast.

After Sonic rescues him, Tails sets out on his own to undo Dr. Robotnik's evil plan, racing to find missing Chaos Emeralds before he does. The Emeralds are at the end of each Action Stage.

Basic Movement

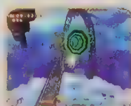


Prower's biggest asset is his ability to fly a considerable distance. He also finds one of his permanent upgrades (the Jet Anklet) before starting his first Action Stage, augmenting his already impressive hangtime.

You don't need to hold Ⓐ the entire time Tails is in the air. If you jump and tap Ⓐ, Tails starts flying. If you hold Ⓐ, Tails rises through the air and quickly tires out. When he sighs, he starts falling. Aim for solid ground if this happens.

If you don't want to gain altitude, keep tapping Ⓐ and let him glide. He covers a greater horizontal distance than if you keep holding Ⓐ. This is useful in Action Stages such as Windy Valley, where most of the path lies below you. You can cut out huge chunks of the level by taking a few risks. Thanks to Tails's aerial skills, Sonic never has much chance in their races unless Tails falls off the level.

Advanced Movement: Winning Races



Tails's biggest asset is his flying ability, which reaches maximum effectiveness when you find the Jet Anklet at the game's beginning. Tails loses altitude quickly when you angle him downward, especially if you also release Ⓐ.

Keep a few things in mind about the green and black dash rings that form shortcuts across Tails's Action Stages: You don't have to be headed in the "correct" direction when you enter a dash ring. Like the dash panels on the ground, the rings always propel Tails in one direction, regardless of which way he enters. It's better to overshoot a ring than to try to adjust in mid-air and come up short.

If you glide past a dash ring and the next dash ring in the chain is out of reach, make a tight 180-degree U-turn into the nearby dash ring and enter it from the other side. You shoot out of it and into the next dash ring.



lon t have to enter the first dash ring in a row to get the desired effect. Any ring in the chain propels you to the end of that line.

ings recharge Tails's power, meaning that he comes out of a row of rings fully charged, able to fly as far as if you touched ground and rested.

is loses a life, both Tails and his race opponents reset to the last point marker Tails triggered, so avoid triggering the last point marker in an Action Stage. Tails can ake just about any opponent if he has enough time, but his job gets tough if both start from a point too close to the finish line.

flying, Tails can only climb until he strikes something with his head. You can't fly up to a ledge, bang your head on its underside, then continue to gain altitude. If e flying from a low point to a high point, avoid all obstacles along the way.

ombat Primer

s main attack is a quick flick of the tail, which is enough to destroy most enemies. The trick is to get close enough to inflict a blow without getting hit. Tails must be on ground for an effective attack Because he can fly, it's easy to plop down beside an enemy and whack it before it can react.

Tails encounters Bladed Spinners, remember that there's always a nearby Invincibility Shield to be used while mowing them down. It's risky to jump up beneath a ed Spinner or drop on it from above. It's easier to safely scurry under a Bladed Spinner.

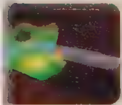
dvanced Combat

Tails receives the Rhythm Badge upgrade, he can perform a continuous tail attack, spinning in a circle that destroys any encroaching enemies. This is useful in the Action Stages, when a mob of Cop Speeders might otherwise flatten the little fox. Drop from the sky behind an enemy (or in the middle of a group of them), and them out by spinning as soon as you hit the ground.

ermanent Upgrades

d is Tails's primary concern, so it's good that he finds the Jet Anklet before entering his first Action Stage. When he gets the Rhythm Badge near the end of his nture, he becomes almost as formidable a fighter as Sonic.

et Anklet



Tails finds the Jet Anklet, which gives him added air time, in Station Square immediately after the game begins Tikal points out that the Anklet lets Tails fly faster, which means he can cover greater horizontal distances. The farther and higher you fly at takeoff, the farther you can glide before Tails's power fades. This is evident in Speed Highway, where flight paths that would be impossible to follow without the Jet Anklet become helpful shortcuts with it.

hythm Badge



Tails finds the Rhythm Badge halfway through his Mystic Temple Action Stage With the Rhythm Badge, Tails can perform continuous tail attacks, spinning in a vicious circle that destroys any incoming enemies.

Tails's Boss Battles

First Boss: Egg Hornet

Tails encounters the Egg Hornet the first time he visits his workshop in Mystic Ruins.



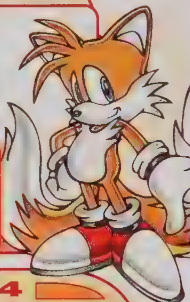
Wh[illegible] Tails [illegible] st[illegible] th[illegible] Hornet.



Tails's flying ability gets him abo[illegible] missiles.

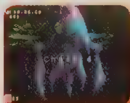


When Robotnik [illegible] crus[illegible] jum[illegible] he[illegible] Ru[illegible] grinds away.

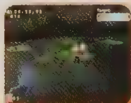


Second Boss: Chaos 4

After Tails and Knuckles roughhouse near the waterfall in Mystic Ruins, Dr. Robotnik summons Chaos 4.



Chaos [illegible] Keep [illegible] mu[illegible] 4's element.



Chaos 4 [illegible] Tail[illegible] bu[illegible] dodge Chaos 4's attack.



Do[illegible] need [illegible] Chaos 4. [illegible] te[illegible] it [illegible] and attack.



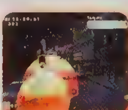
Ju[illegible] be[illegible] ball[illegible] four hits to sink Chaos 4.

Third Boss: Egg Walker

Tails's showdown after Speed Highway is a face-off with Egg Walker in Station Square.



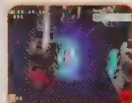
Be[illegible] sh[illegible] like [illegible] missiles at a distance.



Robotnik [illegible] but [illegible] Tails [illegible] each incoming barrage.



Sta[illegible] mu[illegible] for on[illegible] Attack it when it does.



The [illegible] Walker dr[illegible] to ground level. Attack it with a solid tail swipe.



Whi[illegible] Walker, Robotnik [illegible] shock waves. [illegible] until they [illegible] to jump again when you land.



As the fight continues, you must hit [illegible] than one flashing footpad. To [illegible] the Walker [illegible] hit three flashing footpads quickly.

CHARACTER CONFLICTS

In addition to Dr. Robotnik and his legions, Tails has an occasional spat with another character. When Tails lands three hits on his rival, the fight's over.



Tails [illegible] Knuckles [illegible] the [illegible] Wait for Knuckles [illegible] attack him from the side.



Tails must subdue E-102 Gamma aboard the [illegible] Carrier. [illegible] to prevent the robot from locking on [illegible] the tail to him.

Station Square



Mystic Ruins

TEMPLE AND RUINS



Windy Valley

The objective in Windy Valley is to race his blue buddy Sonic to the finish line. Though Sonic's speed can't match Tails' flying ability, the small platforms and narrow walkways of the level work against the fox. Get familiar with Tails' special abilities if you find yourself failing at this Action Stage.

Tip

You can pick up the Jet Anklet before entering this Action Stage. Possessing the Jet Anklet makes Windy Valley a breeze.

EMBLEM GOALS

RANK	CONDITIONS
C	Find the Emerald before Sonic
B	Collect 50 rings and beat Sonic
A	Beat an even faster Sonic

142 + (3-120)

Extra Life

High Speed Shoes (x3)

Animals

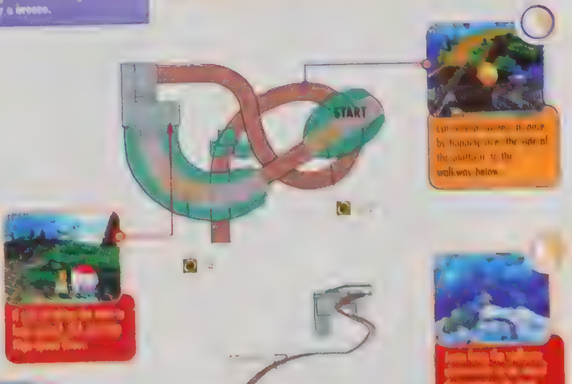
Parrot

Partridge

Robin

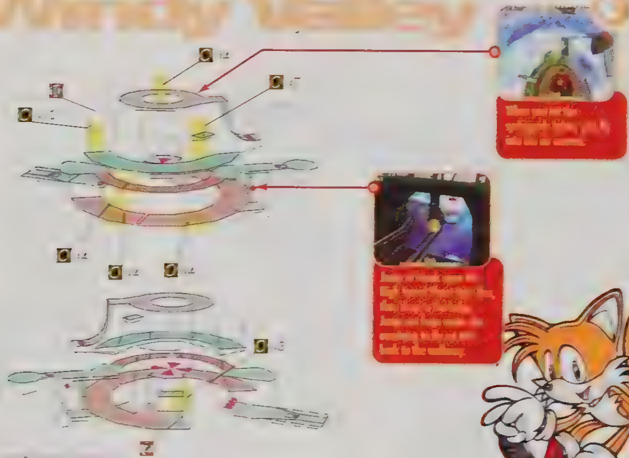
Wolf

Seal





Windy Valley







If you're looking around, collecting power-ups, and saving animals, Sonic beats you to the finish line, but there's a way to rob him of his victory. Watch the race progress bar at the bottom of the screen. When Sonic gets close to the finish, jump over the edge of a walkway and use up an Extra Life on purpose. You reappear at the last point marker you touched, and Sonic also is reset to that point. Use the Extra Life near the end of the level to repeat this trick as many times as you want without lowering your reserve of lives.



Casinopolis

Windy Valley, Casinopolis is a piece of cake. Its biggest advantage is that there is solid ground underneath you at all times! Don't get too cocky, though. Sonic is still capable of giving you a run for your money—or your Emerald, as the case may be. As long as you move quickly through the windy chambers, you shouldn't have any problem beating your spiky blue rival to the finish line.

EMBLEM GOALS

RANK	CONDITIONS
C	Find the Emerald before Sonic
B	Collect 50 rings and beat Sonic
A	Beat an even faster Sonic



Icecap

Tails's version of Icecap is pure high-speed snowboarding. Prepare to be seriously challenged, because earning the A and B Emblems is no easy feat. In contrast to Sonic's trip through this Action Stage, Tails needs all the air he can get, hitting every ramp and taking advantage of smaller rises in the course.

Keep leaning downhill with ◎. Sharp turns are necessary, but digging in also costs you time. Move smoothly and watch the course, accentuating every little hill with a jump while leaning forward. Press Ⓐ as you launch off the large ramps. Tails has wicked midair stunts to show you, and the trickier he gets, the farther he flies!

EMBLEM GOALS

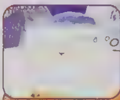
RANK	CONDITIONS
C	Find the Emerald before Sonic!
B	Collect 50 rings and beat Sonic.
A	Beat an even faster Sonic.

Rings
566

No Items

No Enemies

No Animals



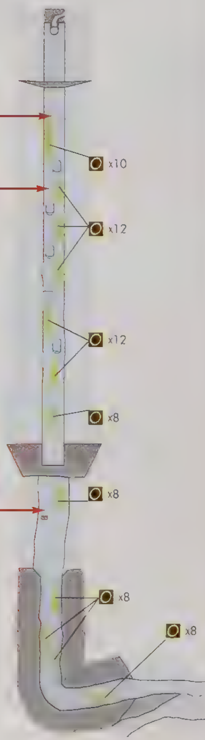
The first group of rings is screen left as Tails comes down the hill, but the next three groups are on the right.



Get air when you can. Th[illegible] snowy course.



Lean forward as the camera shifts [illegible] land to hit a dash panel.







Sky Deck

EMBLEM GOALS

RANK	CONDITIONS
C	Beat Sonic to the Capsule and break it!
B	Collect 50 rings and beat Sonic.
A	Beat an even faster Sonic.

Rings
249 + (8-320)

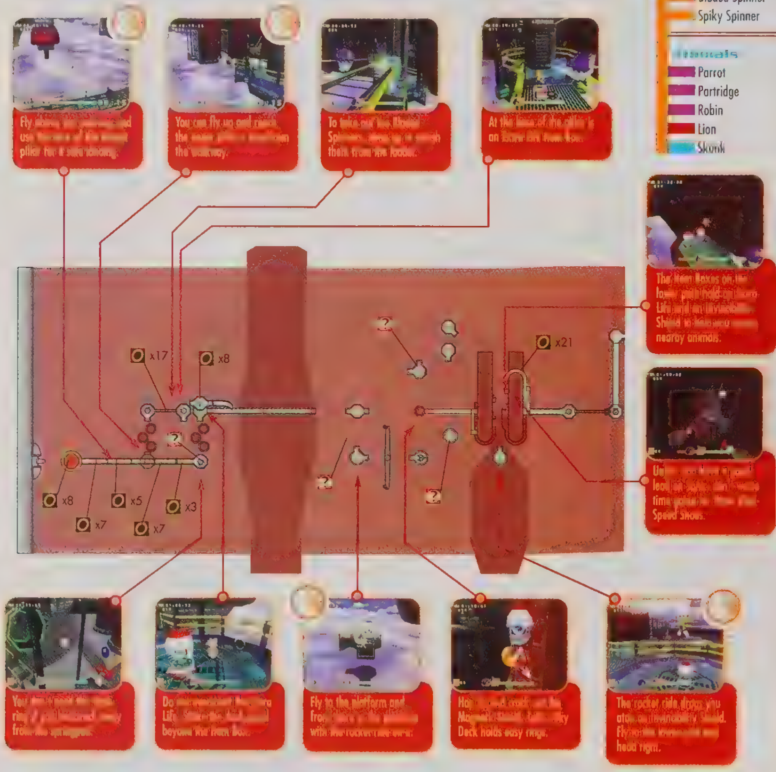
Items
- Extra Life (x4)
- Invincibility Shield (x3)
- Magnetic Shield (x2)
- Shield (x2)
- High-Speed Shoes

Enemies
- Bladed Spinner
- Spiky Spinner

Animals
- Parrot
- Partridge
- Robin
- Lion
- Skunk

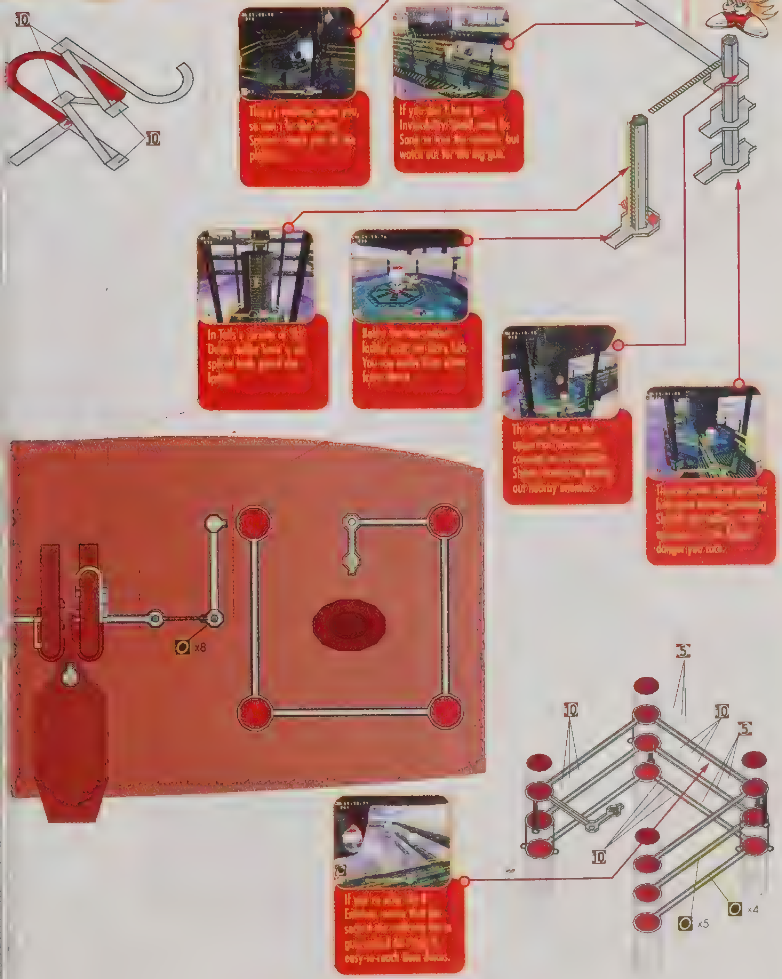
Though Sky Deck is as bottomless for Tails as it is for Sonic, Tails has a chance at flying to safety. After you play through this section as Sonic, playing as a character with wings seems almost unsportsmanlike. You shouldn't have trouble beating the faster version of Sonic to score the A Emblem.

Fly to the rocket in two safe steps without using the crane, then fly upward to reach the top walkway in the final area. You have time to grab each rotating pillar, but flying past one or two of them is satisfying (and saves time, too)!





Sky Deck


10
10
If you
Sonic
watch out for the big gun.
In Tails's
x8
out nearby enemies.
danger you face.
easy-to-reach item decks.
10
5
10
5
10
x5
x4

Speed Highway

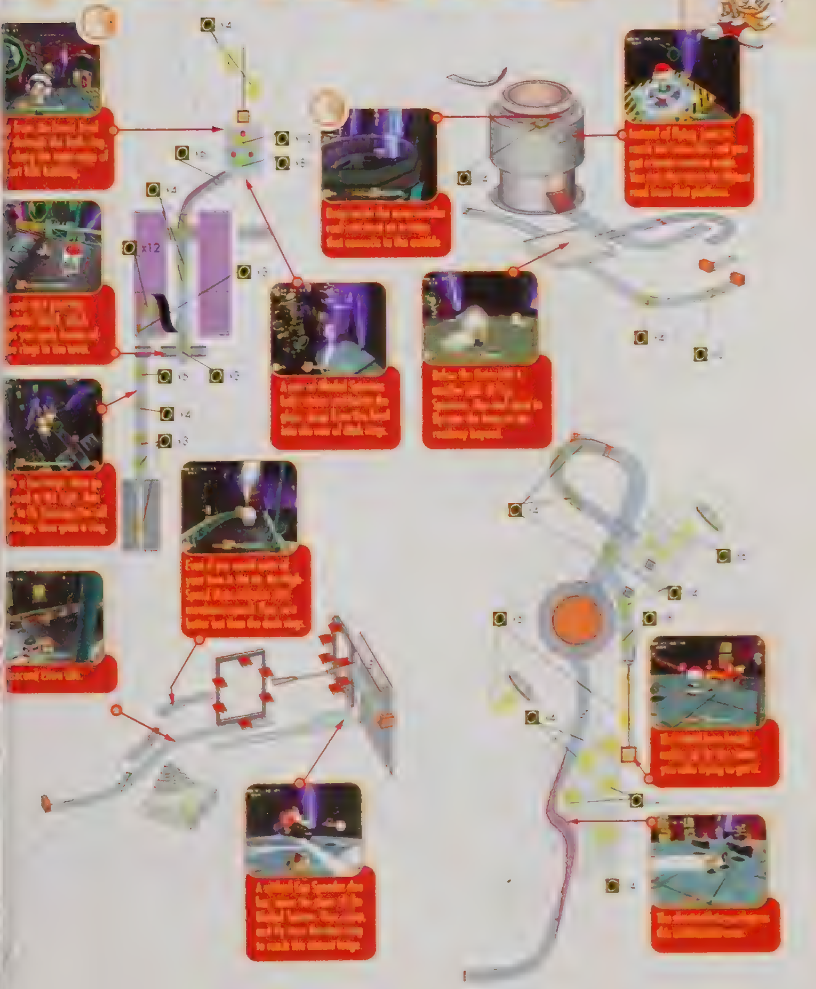
This version of Speed Highway lacks a few of the city blocks seen in Sonic's adventure and includes a few new dash rings, which makes it the perfect course for Tails. It's impossible to explore thoroughly before Robotnik reaches the finish, and resetting from the later point markers rarely works, as the bad doctor is fast. The best strategy for getting the B and A Emblems is to get the Extra Life, then concentrate on learning the collection of shortcuts.

EMBLEM GOALS

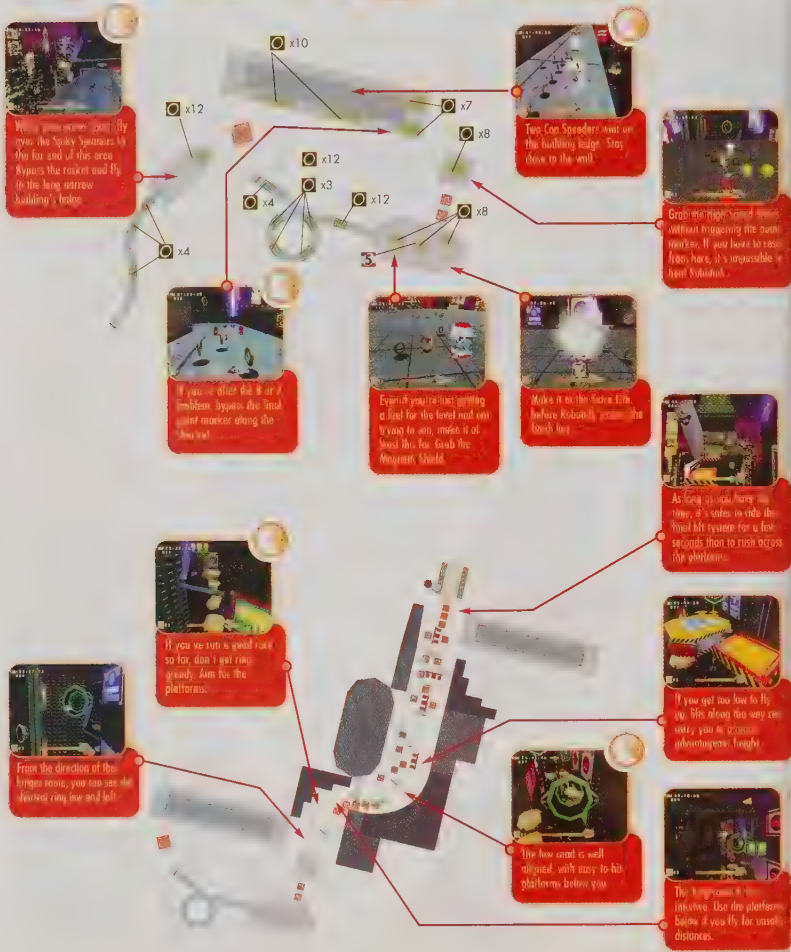
RANK	CONDITIONS
C	Find the missile before Robotnik!
B	Collect 50 rings and beat Dr. Robotnik.
A	Beat an even faster Dr. Robotnik.



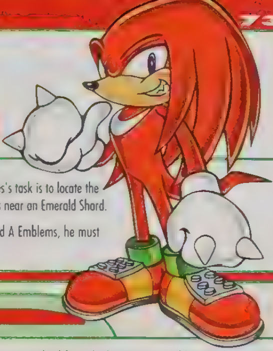
Speed Highway



Speed Highway



Knuckles The Echidna



les is the bruiser of the bunch. He's a feisty echidna who prefers to fly fist-first into any situation. Knuckles's task is to locate the
s of the missing Master Emerald. A sixth sense of sorts helps him in his quest, letting him know when he is near an Emerald Shard.

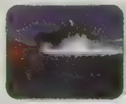
h of Knuckles's Action Stages, he must locate three Shards under various conditions. To earn the B and A Emblems, he must
under some challenging situations. If anyone can do it, it'll be Knuckles!

Knuckles's Story

kles has one of the most important roles in the *Sonic Adventure DX: Director's Cut™* story, because he was involved from the beginning. Knuckles was the appointed
dian of the Master Emerald, a lonely task that he performed on an island floating in the sky. After an extended period of vigilance, Knuckles let down his guard for a
echidna nap.







obotnik was waiting for Knuckles's attention to waver. Robotnik's latest
greatest creation, Chaos, is powered by the seven Chaos Emeralds, which
control the Master Emerald.

rtunately, messing with the Master Emerald (and the attending seven Chaos
alds) caused the floating island to plunge from the sky into the sea. This catastrophe scattered the Chaos Emeralds across the game world and shattered the Master Emerald.

Basic Movement

Ⓐ to jump into the air, then press it again when Knuckles is balled up to stretch into a superhero-like glide. While gliding, Knuckles can
ikly explore his Action Stages.



ckles spends most of his adventure seeking out the three Shards of the Master Emerald hidden in each of his Action Stages. When
ckles approaches a Shard, the radar at the screen's bottom changes from blue to red and pulses more quickly.

e game begins, the Shards are most often out in the open, possibly atop a high ledge or in an inconspicuous chamber. As the game progresses
nies and certain inanimate objects may also hold Shards. Knuckles must destroy the enemy or the Shard's container to collect the Shard.

ckles can climb almost any wall or cliff face. This is a handy way to reach high-altitude areas or get a better view of the Action Stage.

Advanced Movement: The A Emblems

hardest part of Knuckles's adventuring is collecting the A Emblems. His standard B Emblem task is a cinch—just don't activate any Hint Orbs in the Action Stage, which
ally streak off in the direction of a missing Shard.

ing the A Emblems requires strategy. The easiest way to do this is in
Mode, but you can play in Adventure Mode if you're actively
cting rings and Extra Lives to make up for the ones you lose by
wing our tips.

Tip

If you think that the Shard might be in a nearby enemy, back off until ...

n the beginning of the Action Stage, seek out the first Shard. Don't pick it up—just get close enough so
know where it is. If it's not in the open, stand so your radar is red and practically vibrating to make sure
know exactly where it is.





n you locate the first Shard, restart the level and pick up that Shard as fast as you can. Every Shard
collect acts as a point marker—you begin the game there when you restart, which you should do
n, immediately after you locate the second Shard. Continue finding Shards and restarting until you
exactly where all three are and can get them in under a minute for the A Emblem.

Combat Primer

Knuckles's basic attack is a punch combination that begins with a running start and finishes with an oversized fist. It's effective against enemies that don't have perimeter defense mechanisms. Attacking enemies from behind gives Knuckles an advantage in combat.



They don't call him Knuckles for nothing.

Advanced Combat

When Knuckles is gliding, he can fly into objects and break them, but he seldom damages enemies in this manner without taking damage himself. To attack an enemy from above, glide in above the enemy, spiral downward, then tuck into a ball when you're above your foe. Most enemies you hit while falling like that are destroyed, and Knuckles rarely takes a hit in the bargain.

When you come to the Bladed Spinner, get underneath the machine and jump up to smash it open.

When Knuckles has his Fighting Glove, he can perform the Maximum Heat Knuckles Attack. This attack annihilates practically any enemy in the game. A charged-up Maximum Heat Knuckles Attack is as powerful as Sonic's Light-Speed Attack. That sounds extreme, but wait until you see where the Fighting Glove is located. . . .



Glide [illegible] circles over an enemy until you get a good camera angle, then ball up and drop down on it.

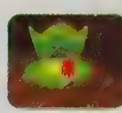


The Maximum Heat Knuckles Attack is just about the only attack Knuckles needs.

Permanent Upgrades

Knuckles has only two permanent upgrades, but they are arguably the coolest upgrades in the game!

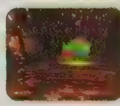
Shovel Claw



Knuckles's Shovel Claw allows him to dig into the earth and uncover all manner of goodies: Master Emerald Shards, golden rings, animals, and even Extra Lives. If you pass a small open earthen area, attempt to dig in it by holding Ⓑ while pressing Ⓐ. Knuckles either digs or complains that "It's no use."

Dig frequently—you only find helpful items or nothing at all; you're never surprised by a buried spike or enemy. If you uncover a few rings, dig again. You might find more!

Fighting Gloves



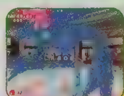
Knuckles finds his Fighting Gloves on a high, narrow ledge above the temple area of Mystic Ruins. Power up the gloves by holding down Ⓑ until an aura glows around Knuckles. Point Knuckles toward an enemy and release Ⓑ to send the enemy into next week. It's rare that an enemy can defend itself, especially if you attack from outside the enemy's patrol area and wait until its back is turned.

Knuckles' Boss Battles

Knuckles has more boss battles than any other character except Sonic. He faces the even-numbered incarnations of Chaos (2, 4 and 6), but Knuckles is up to the task.

First Boss: Chaos 2

Knuckles is the only character in *Sonic Adventure DX: Director's Cut™* to face Chaos 2. This battle occurs when he follows Dr. Robotnik up the right-hand elevator in the Station Square hotel.



Chaos 2 has a telepathic attack that's very hard to avoid. Keep one eye on the nearby rings, just in case.



When Chaos 2 forms into a ball and bounces around the small area, keep your distance until it changes form again.



When the monster strikes a pose, preparing to unleash a psychic attack, it's vulnerable. Roll into a ball and drop on it from above.

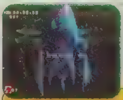


When Chaos 2 turns into an ever-expanding puddle, don't jump immediately; instead, run to the arena's outside edge, then jump and glide over Chaos 2 at the last second.



[S]econd Boss: Chaos 4

[Cha]os 4 appears [aft]er Knuckles and [Soni]c get into their [scuffl]e near the [wate]rfall. Fighting [in] the pond is [one] of Knuckles's [toug]her tests.



Hopef[illegible] the time you face Chaos 4 as Knuckles, you've seen the Chaos monster's fourth incarnation while playing as another character



Knuck[illegible] trouble getting out of the pond if he falls in. Make quick stops on the lilypads and wait for the monster to peek up.



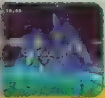
You [illegible] Chaos 4 and use Knuckles's punching attack [illegible] you're willing to risk getting hit.



Alternately, [illegible] and drop on the monster from above. You have to score four hits to sink the beast.]

[T]hird Boss: Chaos 6

[Knuc]kles's final contest is a showdown with Chaos 6 aboard the Egg Carrier. Chaos 6 is a tough gelatinous customer, but no match for everyone's favorite echidna



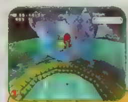
[illegible] to freeze then crack it while it's [d]efenseless



Glide away from Chaos 6 until its suction subsides.



Attack [illegible] satellites and pick it up. Run and use [illegible] to throw [illegible] at Chaos 6.



When the monster freezes attack it quickly. It takes four hits to knock the beast to bits.



When [illegible] long tendrils [illegible] until you must move. When the tendrils retract [illegible] glide away to [illegible]



CHARACTER CONFLICTS

Sonic is the only character that Knuckles has a problem with, and that's because he thinks the hedgehog is holding a Master Emerald Shard. Keep circling in mid-air until you can drop down close to Sonic and give him a punch or three, at which point the fight ends. If you stand on the ground too long, Sonic connects with a Homing Attack



Station Square



Glide over and bop the big yellow light to open up Casinopolis



Advance through the courtyard and the door to Speed Highway opens





After you complete Speed Highway, follow the rings up the wall across from the Casino



To get into the action, Kn[illegible] courtyard barrier.



After some harsh words with Robotnik, Knuckles has the pleasure of facing Chaos 2



Once out of Casinopolis check the front desk at the hotel. Follow Robotnik up the right hand elevator

Mystic Ruins Temple



After Casinopolis, Knuckles has the first of many strange visions



Circle the temple and app[illegible]er to get more of her story.





Mystic Ruins



...obotnik's robots and gives chase. Take the cart to the Mystic Temple and jungle.



Use the Monkey Destruction Switch to open Red Mountain.



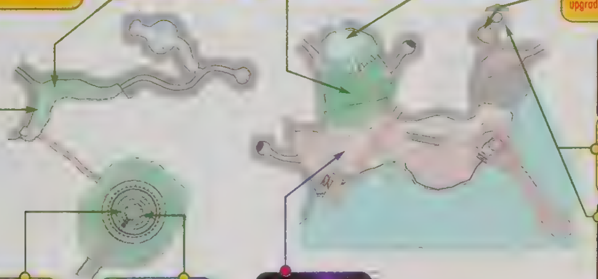
When Knuckles returns from Red Mountain, he and Sonic wrestle near the waterfall.



After Knuckles's disagreement with Sonic, Robotnik arrives, and Knuckles must battle Chaos 4.

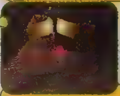


Near the caged monkey, Knuckles finds his first item upgrade: the Shovel Claw.





Use the Shovel Claw to dig into the earthen mound and uncover the Monkey Destruction Switch.



Set the Monkey Destruction Switch in the vicinity of the caged Kiki



...n Knuckles returns from ... World, he attempts to ...ild the Master Emerald. ...e pieces are missing.



For his grand finale, Knuckles replaces the missing pieces of the Master Emerald, restoring the island to its rightful place in the sky.



After surviving Chaos 2, Knuckles checks out the Mystic Ruins.

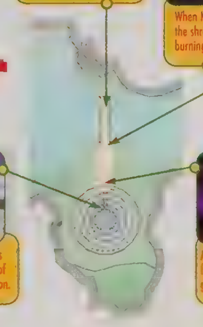


When Knuckles has a vision of the Shrine of the Master Emerald, things are OK.



When Knuckles later sees the shrine, the area is a burning ruin.

Shrine of the Master Emerald





Knuckles sees Tikal, who is worried about the course of action her father is set upon.



Approach the small figures in front of the burning shrine to get more of the story.

Mystic Ruins

TEMPLE AND JUNGLE



Dig in the dirt and Knuckles comes up with a silver statue.



The gold statue fits in one of the fixtures near the temple's portal.



When both statues are placed in the appropriate fixtures, the portal to Lost World opens between them.



Knuckles is back from Lost World, and the Master Emerald is missing pieces. Knuckles follows one of the evil Robotnik's henchmen.



When Knuckles enters the tunnel to the Egg Carrier the ship lifts off.



Check the small dark path near the temple to find the second [illegible]



Arriving above the jungle, hot on the trail of the robot, Knuckles notices a gold statue.



High on the cliffs, Knuckles finds the Fighting Gloves, which allow him to do the Maximum Heat Knuckles Attack.



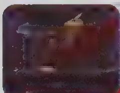
Egg Carrier



In the dry end, Knuckles discovers an open doorway.



The portal in the pool leads to Knuckles's Sky Deck Action Stage.



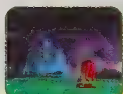
Once airborne, explore the Egg Carrier until it transforms.



When Knuckles's vision has [illegible] the large circular area of the ship for trouble.



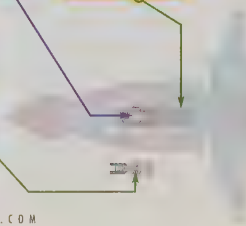
When Knuckles completes Sky Deck, Tikal returns to impart a grim vision.

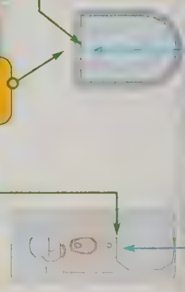


Knuckles fights his final boss, the formidable Chaos 6, here.



After the ship transforms, check the swimming pool area.





Speed Highway



ckles's version of Speed Highway is a quick trip along the Action Stage's ground-l city streets. The more you can stay above the ground by gliding from the face of building to the next, the better off you are. The street is swarming with Cop eders, only one of which carries an Emerald Shard. Also, notice that the area near fountain is devoid of possible Emerald locations. Sweep that area. If your radar fails ght up, move to one of the adjoining areas.

EMBLEM GOALS

RANK	CONDITIONS
C	Find the three Emeralds!
B	Find the three Emeralds!
A	Find the Emeralds within one minute.

Rings

- 185 + (1~40)

Items

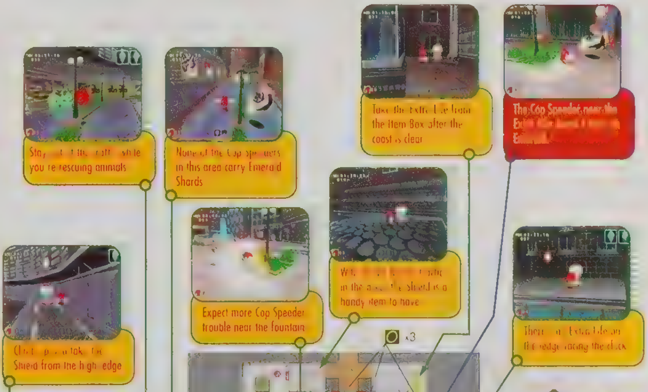
- Extra Life (x3)
- Magnetic Shield
- Shield (x3)

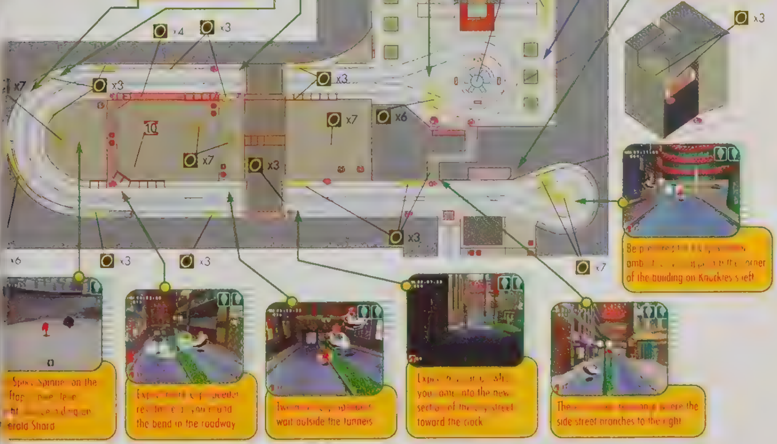
Enemies

- Cop Speeder
- Spiky Spinner
- Bladed Spinner
- Electro Spinner

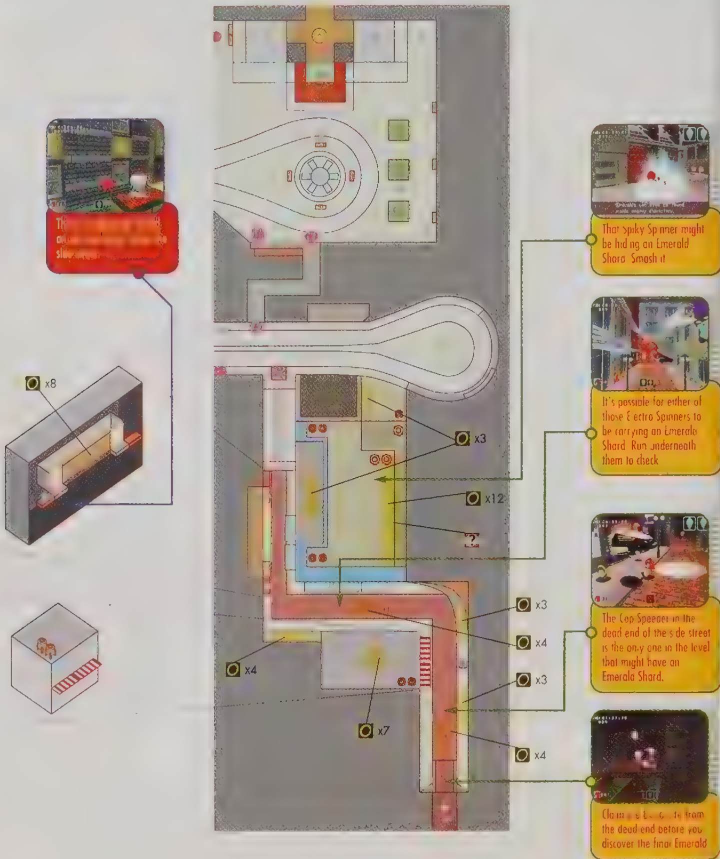
Animals

- Rabbit
- Deer
- Kangaroo
- Koala
- Robin





Speed Highway



Casinopolis



·nopolis is the smallest of Knuckles's Action Stages, but it has a vertical component that ·ps your Emerald radar from constantly pulsing. The springpads on the floor level toss you the heights—don't adjust your trajectory when using them. One of the pads drops you ·e crow's nest of a pirate ship. From there you can climb to the rafters. The other pad ·es you near a switch-and-trapdoor combo. Both positions give you excellent height for ·ing around the room, allowing you to scout out the missing Shards.

EMBLEM GOALS

RANK	CONDITIONS
C	Find the three Emeralds!
B	Find the Emeralds without using Hint Orbs
A	Find the Emeralds within one minute.

Rings
- 185 + (1~40)

Items
- Extra Life (x2)
- Invincibility Shield
- Shield (x4)
- High-Speed Shoes

Enemies
- Pirate
- Bladed Spinner
- Electro Spinner

Animals
- Parrot
- Partridge
- Robin
- Koala
- Rabbit



You find an Emerald Shard station and a Shield in the shakedown room

be carrying an Emerald Shard, but the Electro Spinner isn't.

right at the beginning of the stage never holds an Emerald Shard

The detonating barrel can hurl Knuckles unharmed a possible Emerald Shard overhead

Bladed Spinner near the springpad holds an Emerald

Jump on the barrel to climb near the central statue. A crack in its foot might hide an Emerald.

Casinopolis





Casinopolis





Red Mountain

Red Mountain is big. The tall piles of rocks and earth make it impossible to get a good look around, forcing you to patrol for Emerald Shards in the air.

It's also a confusing stage: The huge cylinder that rises to the lava pool isn't much of a landmark because it's at one end of the level, the rest of which spreads out away from it. The ladders serve as decent points of reference, as does the semicircular area containing the three Bladed Spinners. Past that is a collapsible bridge with flaming statues below, then low ledges near the tall Kiki plateau. Dig into the earth. Rings, powerups, and animals to rescue can be dug out of places where Emerald Shards are not.

EMBLEM GOALS

RANK	CONDITIONS
C	Find the three Emeralds!
B	Find the Emeralds without using Hint Orbs.
A	Find the Emeralds within one minute.

Rings
- 277 + (3~120)

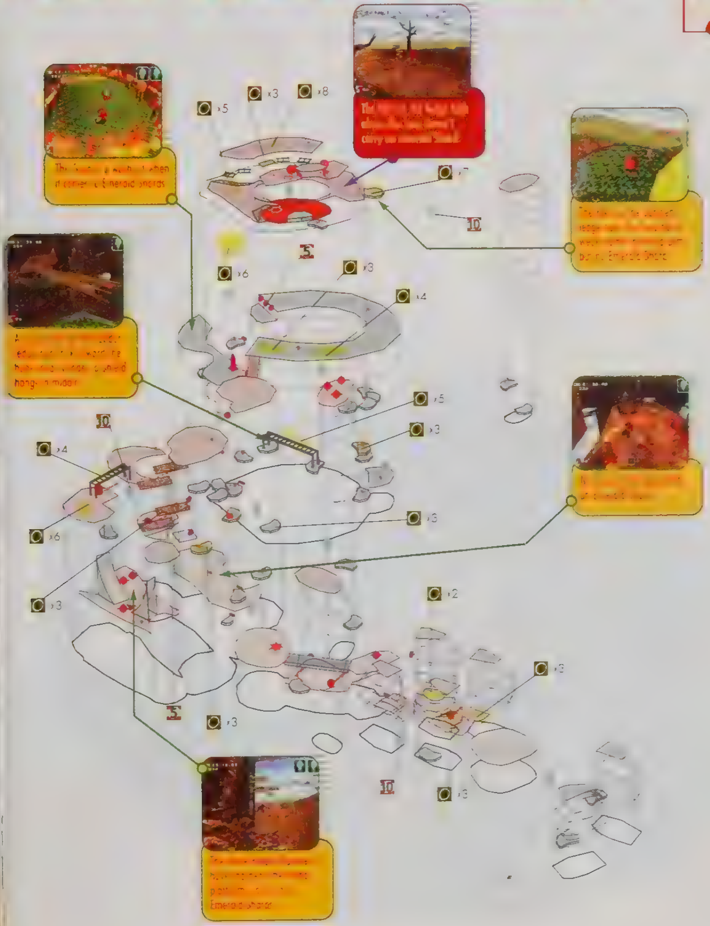
Items
- Extra Life (x4)
- Invincibility Shield
- Shield

Enemies
- Bladed Spinner
- Kiki
- Gora

Animals
- Gorilla
- Elephant
- Lion
- Mole
- Parrot



Red Mountain



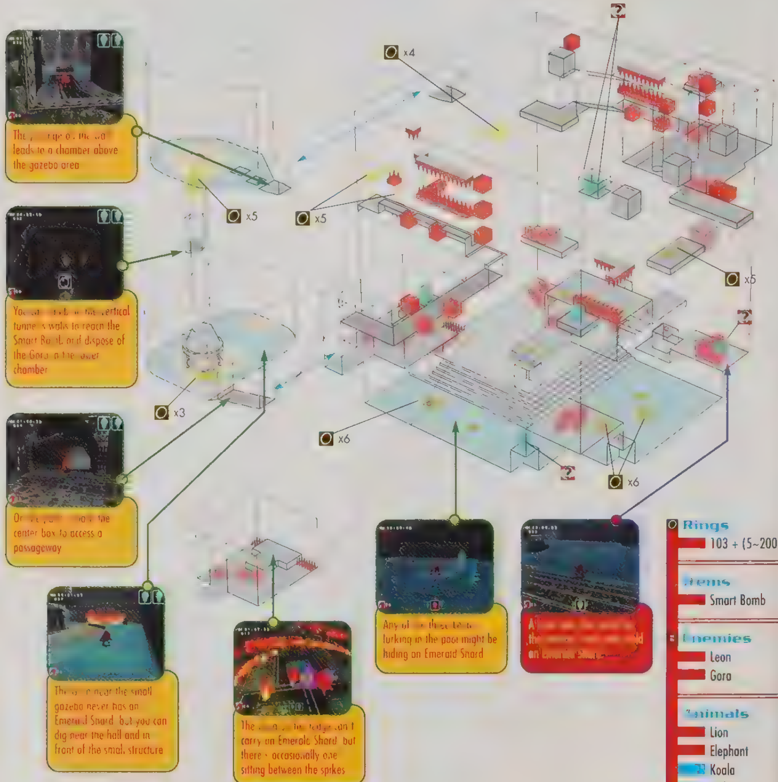
Lost World

Knuckles's version of the Lost World Action Stage is a tiny area crawling with Leons and loaded with spike traps. Get a move on as the level begins. The Leons on the patio don't let you sit there unharmed for more than a couple of seconds. Get some rings, then turn your attention to the reptiles.

The Emerald Shards are on high ledges or stuck to the walls, in the vicinity of some hideous row of spikes. Restarting at one of those points is hazardous, because you have no rings when you do. Don't be too quick to jump into the air when you reset during the A Emblem race.

EMBLEM GOALS

RANK	CONDITIONS
C	Find the three Emeralds!
B	Find the Emeralds without using Hint Orbs.
A	Find the Emeralds within one minute.

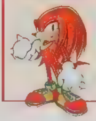


Rings
- 103 + (5~200)

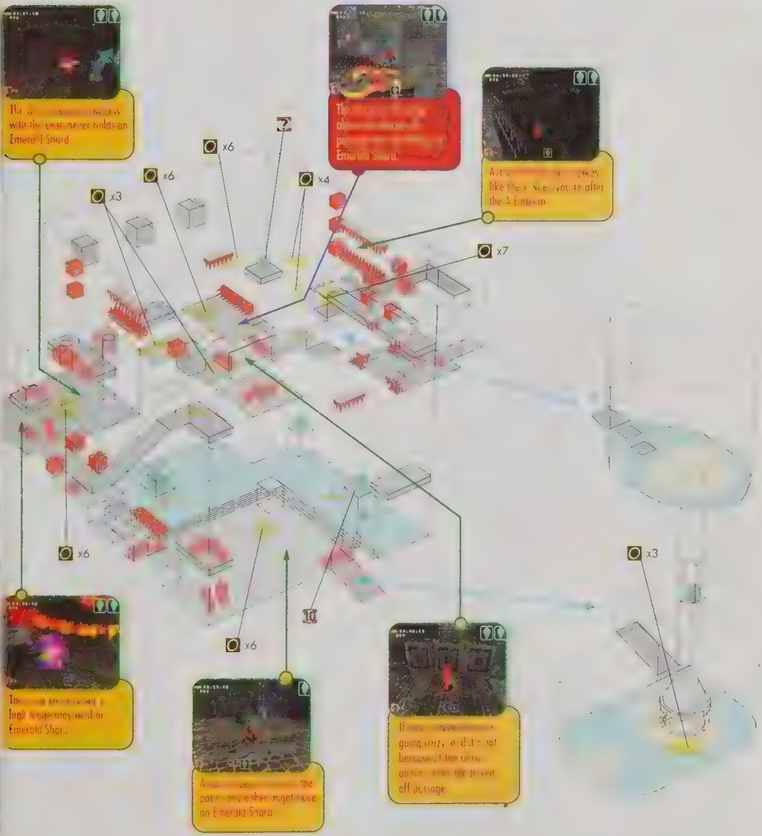
Items
- Smart Bomb

Enemies
- Leon
- Gora

Animals
- Lion
- Elephant
- Koala
- Mole
- Penguin



Lost World


x6
x6
x3
x4
x7
x6
x6
x3
Emerald Shard
off passage
an Emerald Shard

Sky Deck

No wonder the ship was pitching up and down so radically during the other characters' adventures—someone left an echidna at the controls! During Knuckles's Sky Deck Action Stage you must open two sets of doors by manipulating a lever near where you begin. Push the lever in the direction of the doors you want to open. When you're pushing on the lever, wait until you hear the debris crashing before you stop pushing. That's how you know the doors are open without wasting time checking on them.

EMBLEM GOALS

RANK	CONDITIONS
C	Find the three Emeralds!
B	Find the Emeralds without using Hint Orbs.
A	Find the Emeralds within two minutes.

Rings
- 131 + (4~160)

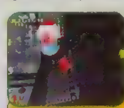
Items
- Extra Life
- Shield (x3)
- High-Speed Shoes

Enemies
- Spiky Spinner
- Electro Spinner

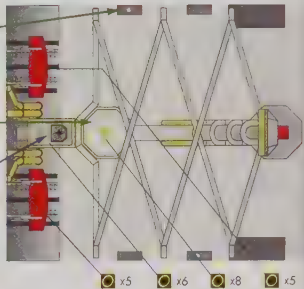
Animals
- Parrot
- Partridge
- Robin
- Lion
- Skunk

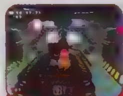


High[illegible] need them



Fr[illegible]age climb the wa[illegible] the left to discover an Extra Life





[illegible] doors below.



Aft[illegible] below the [illegible] climb up and push [illegible] the other [illegible] the set of doors of the chamber's far end



Both [illegible] and the [illegible] the set [illegible] may conceal Emerald Shards



The [illegible] set [illegible] Emer[illegible] the right hand door might hide one



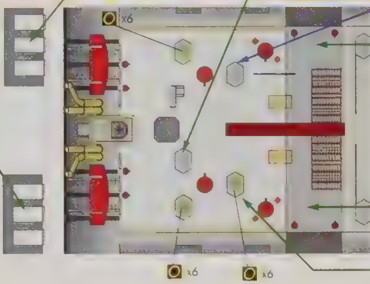
The [illegible] don't [illegible] shards but the spiked turret might



Just [illegible] side [illegible] Electro [illegible] Emerald [illegible] turret that might have one.



The [illegible] wide edge may be hiding an Emerald Shard but be careful [illegible] well guarded





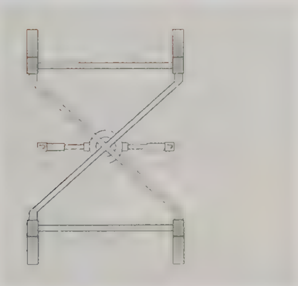
The Electro Spinner may have an Emerald shard. The turret [illegible] when you approach the edge from the walkway

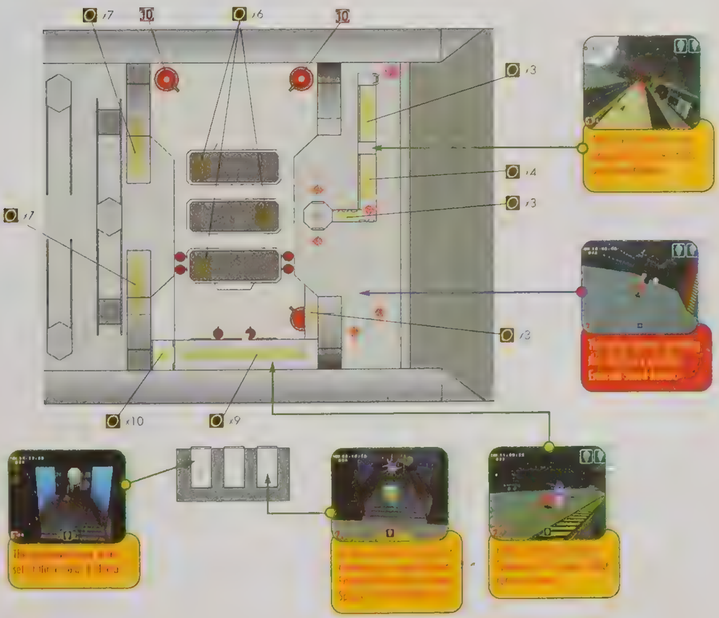


Below the central walkway in the first chamber the group of Electro Spinners might be harboring an Emerald Shard

Sky Deck





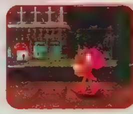


Amy Rose



Amy Rose is an intriguing mix of grace and power. She flips through the air with carefree ease, only to land hammer-first on some unsuspecting Beat. Most of Amy's missions, like Tails's, require speed, even though she's not always on the clock. Instead of racing opponents like her twin-tailed friend, Amy is usually chased through her Action Stages by Zero, the often invincible robot.

Amy's Story





At the game's start, Amy is mindlessly strolling the streets of Station Square. Her humdrum afternoon is interrupted by the arrival of a small bluebird named Birdy, who falls out of the sky and lands exhausted at Amy's feet. Amy's concern for Birdy quickly changes to alarm as Dr. Robotnik's relentless robot servant, Zero, drops from the sky in hot pursuit of the bird. Birdy, it turns out, escaped from Robotnik's Egg Carrier, and Zero has come to retrieve him, no matter who or what stands in its way.

Basic Movement

Amy's movement is less complicated than most of the other characters'. She cannot jump, but can manage short hops that are helpful for ascending short inclines in a hurry. When she lands from her hop, she usually draws her Hammer.

Advanced Movement: Put the Hammer Down

When Amy draws her Hammer, her movement options increase. You can draw her Hammer by running in a straight line until she gets up to speed, at which point she pulls out the Hammer. She also pulls out the Hammer after landing from a short hop on level ground.

By using the Hammer while running, Amy can flip through the air. Running and Hammering gets you where you're going much faster.

If you run and Hammer an enemy or an Item Box, Amy can get a high jump out of it. When you're racing the clock, that can be an advantage that lets you hurdle obstructions or enemies.



When Amy's Hammer appears in her hand, her movement options increase.



Wh... run she performs a... sky, often getting out of immediate danger

The Little Metal Barrel

In some Action Stages, you see a small metal barrel that Amy can hide beneath. Doing so is not recommended. Zero is rarely fooled, and tends to pound the area near the barrel with shock waves, knocking Amy's rings loose. Stay out from under the barrel unless you re using it as a step in Final Egg.





Combat Primer



If y[illegible] jump, then Hammer in [illegible] Kiki is easily popped [illegible] shower of pink hearts

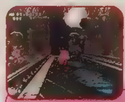
Amy s combat skills are not as developed as those of Sonic, Knuckles, or Tails. Almost invariably, a Kiki gets off a couple of bombs while you re running toward it, so weave and hop as you advance, waiting for the Hammer to pop out. When it does, jump into the air and Hammer in the direction of a Kiki, even if you're far away. Amy executes a low-trajectory Hammer Attack that no Kiki can withstand.

You can also hop toward the enemy, which draws Amy's Hammer more quickly than running toward the enemy. Move up to some little monkey, hop to draw the Hammer, then show your foe the business end of the mallet. A Kiki s biggest weakness is that it must wait for its bomb to detonate before it can throw another. Dodge a Kiki bomb, then attack before the bomb detonates somewhere behind you.

Advanced Combat



Ze[illegible] Amy can [illegible] comes back for more



After [illegible] attac[illegible] shoc[illegible] and Am[illegible] Zero reappe[illegible] differe[illegible] part of the stage.

ou can attack Zero, but you can't destroy it until the end of Amy's adventure. During her story, you can beat Zero until it nokes, but it keeps getting up and coming back for more. When it starts smoking and turns black, it's too dangerous for ny. Leave the area! When next you meet Zero it's greenish again, and you can beat on it some more.

on't stand directly in front of Zero or run away from it in a straight line; the fiend locks on and fires quickly. Most of e time, Zero extends a long arm to grab at Birdy, but it can also slap the ground to emit a shock wave. Expect this hock wave attack after you batter the 'bot black.

ero's shock wave is thin and dissipates quickly, but the robot usually rattles off four or five in a row, forcing you to ake little hops to hang onto Amy's rings.

my's basic combat skills can get her through almost any situation, but she can upgrade her weapon twice by playing the edgehog Hammer Game in the Egg Carrier.

e first time she plays the game, she gains the ability to do the Spin Hammer Attack. If you move ○ in a circle, slowly first, then faster, Amy spins in a circle, extending her Hammer to form a protective barrier around her.

my receives her Long Hammer after playing the Hedgehog Hammer Game again toward the end of her adventure. The ng Hammer lets her leap and attack from a greater distance, and gives her an extended range when she's attacking ear an enemy.

PERMANENT UPGRADES: HEDGEHOG HAMMER GAME

my earns both of her permanent item upgrades by setting high scores on Dr. Robotnik s Hedgehog Hammer Game in the chamber near Amy s cell in the Egg Carrier my earns 500 points for hitting a yellow Super Sonic doll and 100 points for a blue Sonic doll She loses 200 points if she hits a red Robotnik doll

it as many yellow Super Sonic dolls as possible Hitting a blue doll is fine, but don't whack at a blue doll that pops up between two Robotniks—the risk of losing oints isn't worth the 100 points for doing it right.

he game has quick cycles dominated by one type of doll You go through a cycle where you see almost othing but Robotnik dolls. After it passes you see several Super Sonic dolls If you don't get twitchy rough the Robotnik parade, you can clean up on the Super Sonics that follow and beat the Doctor's igh score of 2,000 points.

hen you top 2 000 points let the time run out When the timer expires, Amy gets the Warrior Feather hich gives her the ability to perform the Spin Hammer Attack.

fter completing Hot Shelter but before Final Egg, return to the Egg Carrier to play the Hedgehog ammer Game again You must top 3 000 points to win the Long Hammer, so you might have to play a uple of times. Avoid hitting any Robotniks. Swing at a blue Sonic or two if it seems safe.



Eсс[illegible] 2,000 poin[illegible] the H[illegible] Hamm[illegible] awarded the Warrior Feather.



Afte[illegible] Am[illegible] the Long Hammer with a score of better than 3,000 points.

Racing the Clock: The A Emblems

Between the unfriendly layouts of some of the Action Stages and Zero's relentless pursuit of Birdy, Amy's A Emblems are almost as hard to collect as her blue beau's. Most of the difficulty stems from the differences between Amy's controls and those of any other character. Don't try to get the A Emblems right off the bat. Experience Hot Shelter and the relative ease of Final Egg, then come back for the A Emblems after you earn her upgrades and master her Hammer.

To get the A Emblem in Twinkle Park, use the High-Speed Shoes near the pool to get to all three door switches. At the end of the level, you have to move cleanly over the Kiki and the barrels past it and up the steep slope without the spiked balls hitting you.

In Hot Shelter, use the powerups without going too far off the beaten path. There are three Invincibility Shields, four sets of High-Speed Shoes, and two Smart Bombs. At two points during the level an Invincibility Shield and High-Speed Shoes are side-by-side. Those come in handy, as does the last Smart Bomb, which detonates the crowd of Kikis waiting near the Balloon at the end of the stage.

In Final Egg, go through the first door on the right in the octagonal room, trigger the point marker there, then use the little barrel as a stepping stool to get up to the ledge.

Grabbing the Balloon

Amy ends each Action Stage by grabbing a ring that hangs below a large yellow Balloon. It's simple if Zero is not hot on your heels. To grab the Balloon ring, stand on the circular shadow beneath the Balloon, jump up, and hold down Ⓑ. Amy grabs hold of the Balloon.

Amy Rose Boss Battles

The Showdown with Zero

Amy ends her adventure by battling Zero on the Egg Carrier's deck. It's easier than running from Zero through the Adventure Stages; all Amy has to do is knock Zero against the electric ropes that encircle the ring.

When Amy swats Zero into the hot wires, its body gets an unhealthy jolt, and the top of its green noggin flips back to reveal a big, blue button. Hit that button four times, and Zero goes boom.



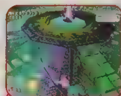
He[illegible] electric ropes, and it crackles [illegible] of juice



When [illegible] jump up and hammer the blue button under it



Zero attacks with shock waves; keep some distance between Zero and Amy to hop over them



When Zero [illegible] crashed, it sends an electric [illegible] rope [illegible] she must [illegible] that [illegible] you jump to easily avoid it.





Station Square



ny's adventure egins ien B rdy escapes from e Egg Carrier and falls at r feet Zero the robot ases the bird



nea ... the asino. Amy meets onic for the first time





Return to the street near Twinkle Park. Amy meets Sonic and hides in Twinkle Park.



Ze ... iting here when Amy returns to Station Square. The robot abducts her and takes her to the Egg Carrier

Egg Carrier



When Amy returns to the Egg Carrier after Final Egg, she goes into her boss battle with Zero. Come back before Final Egg to get the Long Hammer



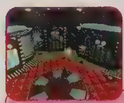
Son ... 102 Gamma ... battle until Amy steps in to stop the fight.



After Amy's vision, Dr Robotnik confronts her as she attempts to flee the Egg Carrier.



Don't ditch the egg. Hatch it properly and feed it before returning to the Egg Carrier via the dock portal



Hammer the small switch to open the Hot Shelter door.





Amy can open the cell with the special Chao egg.



ore she enters Final Egg, y should return to the Egg rier through the brightly ted tunnel in Mystic ns. Use the raft then the w ... the tram to get ...



When you get the Chao egg, take it to Dr Robotnik's Chao Garden.



Replay the Hedgehog Hammer Game before entering Final E ... 3,000 points, and Amy receives the Long Hammer



Win the Hedgehog Hammer Game the first time, and Amy gets the Warrior Feather



When ... takes Amy aboard the Egg Carrier, E-102 Gamma befriends her and sets her free

Mystic Ruins





The long [illegible] Amy's final action stage, Final Egg



Use the [illegible] train station to return to the Egg Carrier before playing Final Egg



Shrine of the Master Emerald





After Hot Shelter, Amy is transported to the Mystic Temple. Exit through the corridor.



When Amy leaves the temple area, she appears near the Shrine of the Master Emerald



Near [illegible] Tikal and some happy Chao. But wait [illegible] what's that in the water?



Twinkle Park

Even though it's Amy's first Action Stage, Twinkle Park is a demanding trek. The mirrored rooms are a nightmare, and Zero follows hot on Amy's heels the whole time. In the open area by the pool, practice smacking Zero around, and get used to the distance that Amy can cover when she attacks after jumping first.

EMBLEM GOALS

RANK	CONDITIONS
C	Evade Zero and grab the Balloon!
B	Collect 50 rings and grab the Balloon
A	Grab the Balloon within two minutes.

TIMER TIPS



Completing Twinkle Park within two minutes is one of Amy's tighter time tests. The Action Stage is one long straightaway that you have to cleanly negotiate. That sounds simple enough, but there are no easy shortcuts or alternate paths, so every second spent running into an enemy or getting stuck against a mirror makes it that much harder to get to the Balloon in time. Use the High-Speed Shoes and negotiate the mirrored halls by running in the direction toward which the camera points.

Rings
168 + (5~200)

Items
- Extra Life
- Shield

Enemies
- Kiki
- Buyoon

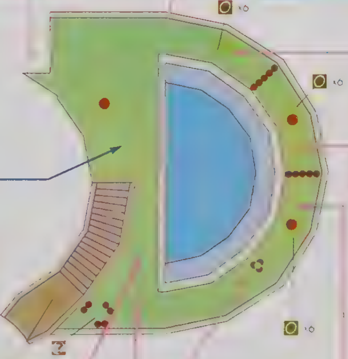
Animals
- Rabbit
- Deer
- Kangaroo
- Koala
- Elephant



St[illegible] and the [illegible] is the [illegible] to go through them



Open the Shield Item Box, which [illegible] near the wall





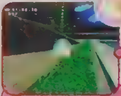
[illegible]



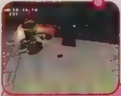
[illegible]



[illegible] down the [illegible] near the Kiki.



[illegible]



Keep [illegible] and [illegible]



[illegible] above the [illegible]



You must trigger [illegible] switches under the guard



A Kiki waits on the other side of the exit door ... to the right while the camera ...



The ... beneath ...





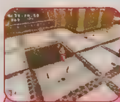




... through the Buyoon ... through the door ahead. Then ...



In the final area, jump across the pit that op... The next ... saving ... gpads



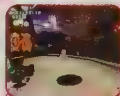




With the Ki...



Run around the neo... and hammer the Kiki before you scoop up the rings.

















MISSING THE POINT (MARKER)

You'd think that when you're after the B Emblem and lose a life, you'd rather start farther back in the stage. Twinkle Park is the exception to that rule. Hit the final point marker (past the point where the doors slam shut behind you), and leave the ring Item Boxes in the courtyard intact if you don't need them to reach 50 rings. If you lose a life before the level's end, you have a chance, after restarting, to get the 50 rings you need in that final area.

Hot Shelter

...e three characters (Gamma, Big, and Amy) who get to explore Hot Shelter, Amy's ...rsion is the most thorough. Zero is right behind her for most of the level, but the ...dance of powerups helps Amy stay one step ahead of the robot's laser sight.

Emblem Goals

RANK	CONDITIONS
C	Evade Zero and grab the Balloon!
B	Collect 50 rings and grab the Balloon
A	Grab the Balloon within 6 minutes, 30 seconds

Rings

316 + (2~80)

Items

- Extra Life (x4)
- Invincibility Shield (x3)
- Smart Bomb
- Magnetic Shield
- Shield (x5)
- High-Speed Shoes (x4)

Enemies

- Egg Keeper
- Kiki
- Leon

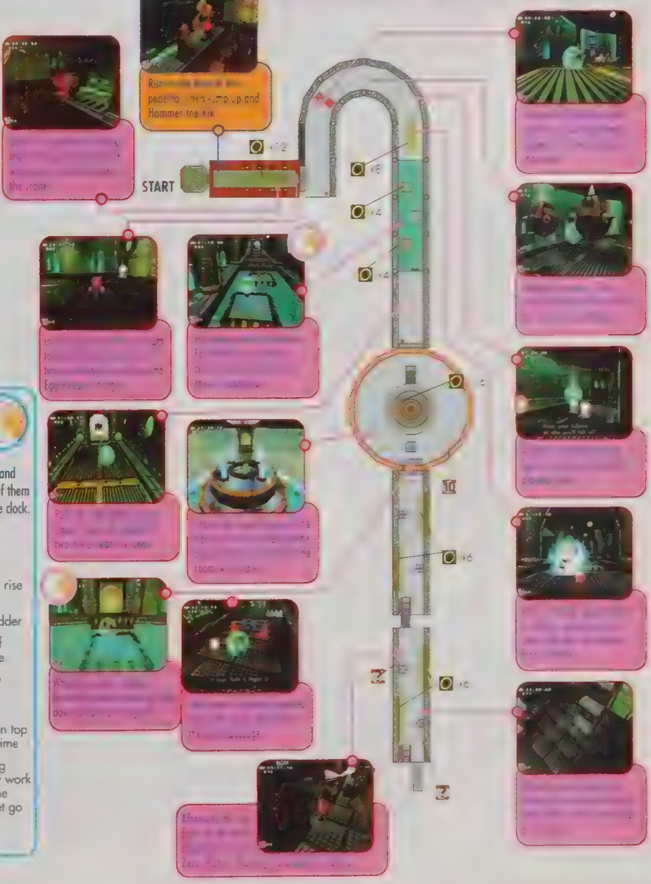
Animals

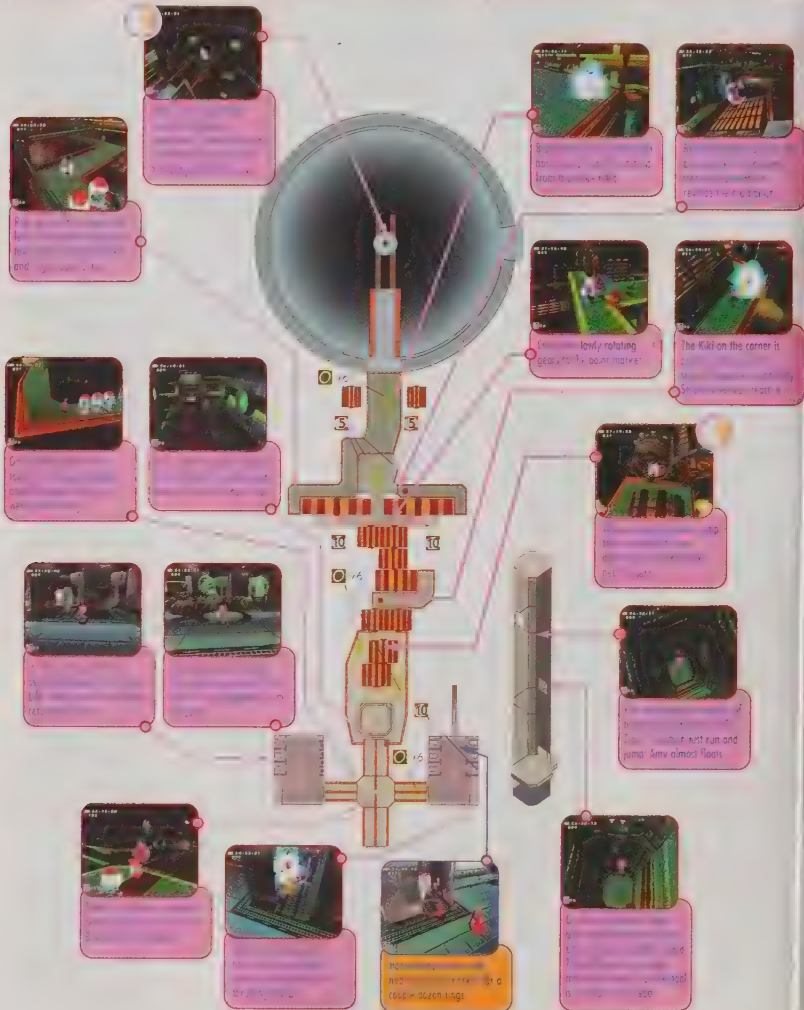
- Penguin
- Seal
- Otter
- Deer
- Skunk

...mer Tips

...longest of Amy's ...on Stages, Hot Shelter ...has a long time limit. ...level is full of tiny shortcuts and ...or obstacles. String enough of them ...ether to shave seconds off the clock. ...ow this game plan:

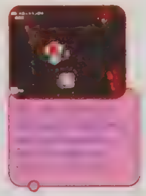
- Stay out of the pool in the hall.
- Don't wait for the raft to rise before jumping on it.
- Immediately push the ladder.
- Jump atop the first set of gears from the low ledge.
- When the long walkway moves, run along it as it repositions.
- Drop the power cubes on top of their sockets the first time.
- Even with Zero breathing down your neck, quickly work the door cranks. After the door is halfway open, let go of the crank. The door continues to rise.



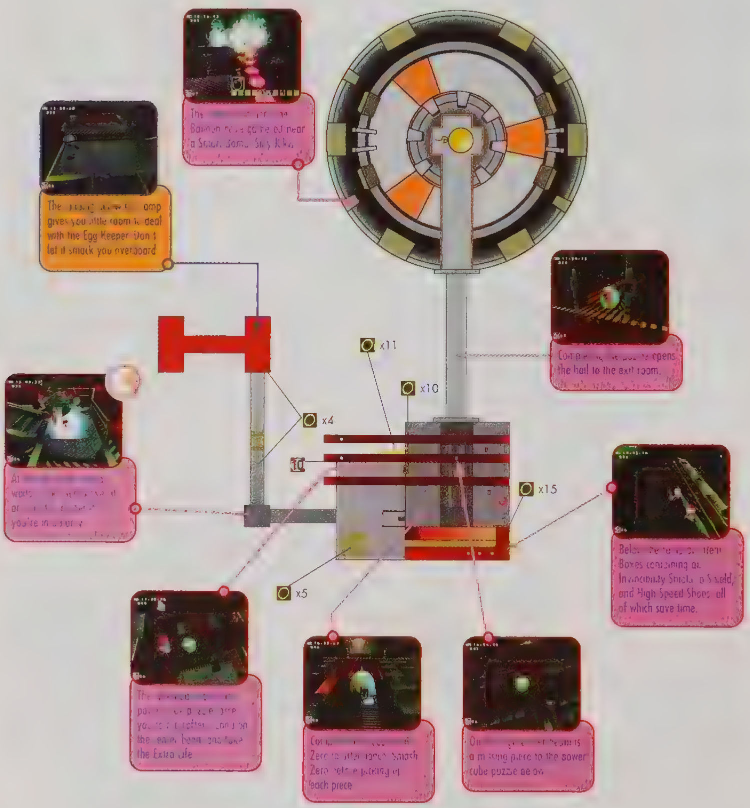

The Kiki on the corner is
jump: Amy almost floats








10



with the Egg Keeper. Don't
let it smack you overboard
x11
x10
x4
10
x15
x5
the hall to the exit room.
Boxes containing an
and High Speed Shoes, all
of which save time.
a missing piece to the power
cube puzzle below.
each piece



Final Egg

e last chapter of Amy's adventure is the leaner version of Final Egg. This Action Stage a footrace with Zero that leaves little room for error. By now, you should have Amy's ng Hammer and Warrior Feather from the Hedgehog Hammer Game. This is the last ance you get to heap abuse on Zero before the final boss battle, so be fully equipped. u finally get to put one of those little hiding barrels to good use—by using it as a ep into the last Balloon room.

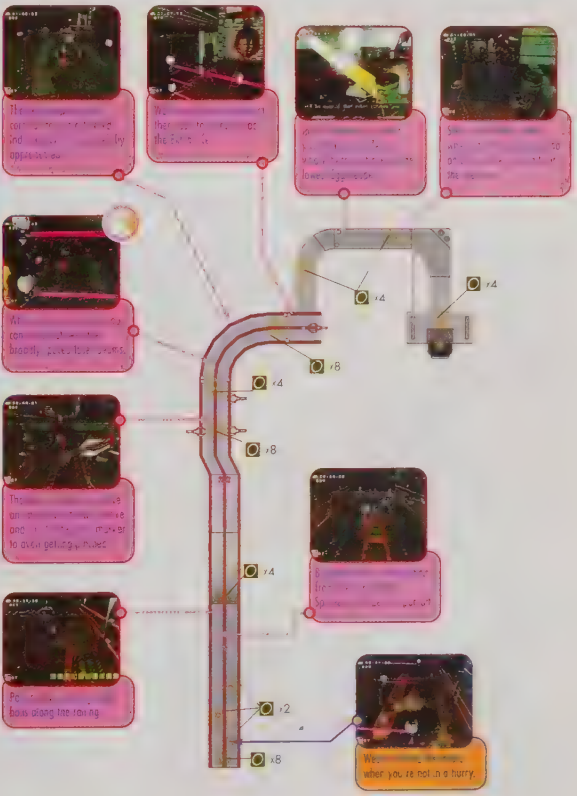
EMBLEM GOALS

RANK	CONDITIONS
C	Evade Zero and grab the Balloon!
B	Collect 50 rings and grab the Balloon.
A	Grab the Balloon within 2 minutes and 30 seconds.

TIMER TIPS

Two-and-a-half minutes isn't a generous time limit for completing Final Egg, but it's realistic. Use Amy's Long Hammer to propel her down the straightaways and to make short work of the Egg Keepers blocking the path. At the final such barrier in the level, un and attack the Egg Keeper on the lower left. The momentum vaults Amy over the uppermost laser beam.

Also, for what might be the first time, the little metal barrel comes in handy. Zero won't be fooled if you hide under it, but you can position the barrel below the ledge in the penultimate room and use it as a step to reach the final corridor.



Rings
72 + (4~160)

Items
Extra Life (x2)

Enemies
Egg Keeper
Bladed Spinner

Animals
Rabbit
Deer
Kangaroo
Gorilla
Mole

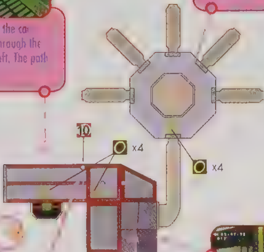


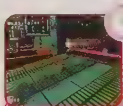
...ctagonal room, try th... door on the right ...u enter. You find the po...



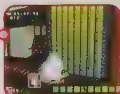
When you exit the ca... Zero crashes through the wall on your left. The path is to the right.







If you attack the lower left Egg Keeper from a run Amy vaults over the obst...



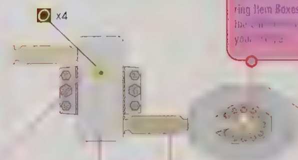
...around, you might as well help yourself



Check the lineup of random ring Item Boxes, then grab ...



Dispose of the Bladed Spinners and enter the hall ... to the next chamber





Ze... gh the wall on the right as you enter. Draw Zero ...way from the can and whack ... then get beneath it

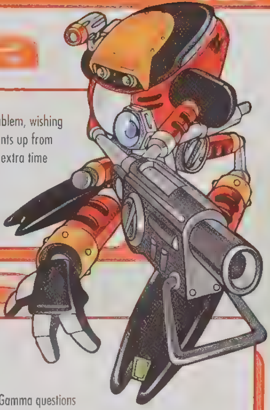


If ... Zer... OK ... below the ledge ... coming out of hiding



Moving the can below the ledge lets you step into the upper corridor. Hammer the Bladed Spinner.

E-102 Gamma



Remember all of those times in *Sonic Adventure DX: Director's Cut* that you raced against the clock for an A Emblem, wishing you could turn back time? Well, wish no longer—E-102 Gamma is the robot for you. Instead of a timer that counts up from 0:00, E-102 Gamma has a timer that counts down. He can add time to his clock by freeing animals, and he gets extra time when he targets many enemies simultaneously.

E-102 Gamma's A Emblems are among the toughest to earn in the game; the only way to earn them is to learn how to sweep E-102 Gamma's targeting beam as you stomp through the Action Stages.

Gamma's Story

E-102 Gamma begins the game as one of a legion of E-series robots in the service of their creator, Dr. Robotnik. Their first order of business is to capture Big The Cat's buddy, Froggy, who somehow figures prominently in Robotnik's evil plans.







When E-102 Gamma questions Robotnik's authority (and sanity), he is moved by the plight of Amy Rose, whom he meets while she's a captive on the Egg Carrier. Shortly after he meets Amy, she saves him from demolition, and E-102 Gamma has a change of heart. From that point on, he sets about destroying E-series robots and freeing birds trapped inside them.

Basic Movement

E-102 Gamma's basic mode of locomotion is a stilted walk, which becomes a tank-like roll when he runs. Gamma bounces uncontrollably when rolling over rough terrain, which wastes time. Prevent him from rolling if an environmental obstacle is ahead.

Advanced Movement

E-102 Gamma acquires Jet Booster early in his adventure. It allows him to fly into the air and stay aloft for a considerable distance. There's seldom any strategic advantage to sending him that high into the sky.

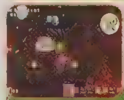
Combat Primer



individual target

The more enemies that E-102 Gamma can target in a single pass, the more time gets added to his clock. You can only target enemies for a few seconds before you have to fire or forfeit your attack, so be quick on the trigger. As the game progresses, Gamma's foes aren't arranged in convenient shooting-gallery groups, but moving past a small group of enemies without destroying them often allows you to target the enemies you passed and another group of enemies ahead for big-time bonuses. Boa Boas are the best enemies to focus E-102 Gamma's firepower upon, because each of the snaky foes' segments can be locked on to and destroyed.

Advanced Combat: The A Emblems



On Red Mountain, squeeze [illegible]

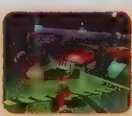
Gamma's toughest tests are the A Emblems, especially when you leave the Robotnik's target range. Be prepared for some sanity-testing trials. Red Mountain is almost impossible, requiring you to think vertically as well as horizontally. Shoot up into the air with your Jet Booster to target airborne and ground enemies simultaneously and increase your time total.

When you're going for the A Emblems, every advantage is worth the trouble, even if it's just targeting an extra enemy in a large mob. Over the course of the level, doing so can mean an extra 10 seconds on the clock. Considering that you have a boss battle against an E-series robot at the end of three of the five Action Stages, every second is precious.

PERMANENT UPGRADES

E-102 Gamma receives a pair of helpful upgrades that accentuate his strengths by helping him target several enemies at once. Both of the upgrades are available early in the game, located in separate small rooms on the Egg Carrier.

Jet Booster



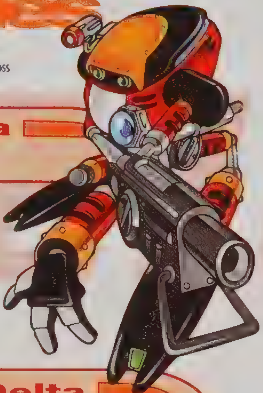
After Emerald Coast, while E-102 Gamma is still under Robotnik's control, the mad doctor instructs him to get the Jet Booster before fighting Sonic on deck. The Jet Booster allows E 102 Gamma to fly higher, so he can bypass difficult terrain and increase his targeting opportunities.

Laser Blaster



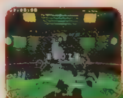
When E-102 Gamma drops into Mystic Ruins after the fight with Sonic, backtrack to the Egg Carrier by using the nearby raft and tram On the Egg Carrier's upper walkway, across from the room where you acquired the Jet Booster, drop to the floor and grab the Laser Blaster Now E-102 Gamma can target in a wider arc and hold his shot a bit longer before he has to fire or lose the charge.

E-102 Gamma's Boss Battles

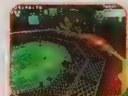


E-102 Gamma has to beat many bosses. His final three Action Stages conclude with battles against the increasingly difficult E-series robots. The final boss fight against E-101 Mark II ranks as the toughest boss battle in the game after Sonic's scrap with the Egg Viper.

First Boss: E-101 Beta



E-[illegible] tough foe, but you [illegible] target and fire faster than it can.



T[illegible] well as the robot itself. Keep your distance and use your speed to your advantage.

Second Boss: E-103 Delta

E-102 Gamma must defeat E-103 Delta to complete the Windy Valley Action Stage.



E-1[illegible] than E-101. Use the open space to keep your distance and stay out of trouble.



If [illegible] top of you, you'll have enough time to target and [illegible] missiles.



A[illegible] threatening missiles, lock on to 103 and fire!



Third Boss: E-104 Epsilon

-104 isn't a tough oss—you've seen its ind before. But the me it takes to destroy might stand between ou and the A Emblem or Red Mountain.



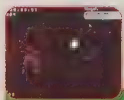
Close the gap on Epsilon. It can fire homing missiles more quickly than its predecessors.



If you stand too far away, Epsilon continues to fire missiles, which interfere with your ability to target the robot.



To quickly end the battle with Epsilon, get near it. When you score a hit, wait just long enough for E-104 to shake it off, then fire again.



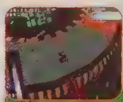
If you're not pressed for time, you don't need to stay on top of 104. Just face it to quickly target any missiles.

Fourth Boss: E-105 Zeta

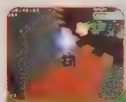
he mighty E-105 Zeta looks more mpressive than it is. Keep moving round the perimeter walkway, nd its homing missiles almost ever lock onto you. And because sits still, your own attacks easily nd their mark.



To defe[illegible] out all the large turrets surrounding the robot.



Don't get [illegible] with the battle. Run around the rink and flash your targeting laser toward the robot when you can.



When E-105 launches a volley of missiles, keep moving to lure them off course, or target and destroy them.



Each time you blow off a turret, E-105's energy level drops. When the turrets are all gone, so is E-105.

Fifth Boss: E-101 Mark II

The latest and greatest E-series robot is a worthy opponent; it's only vulnerable after it unleashes its most devastating attacks.



E-101 Mark II is a powerhouse.



The Mark II's most dangerous attack is nasty, but it telegraphs it by zipping backward to put some distance between the two of you.



When the Mark II rushes forward, get out of its way by leaning hard to one side as you jump and use the Jet Booster.



Avoid a direct collision, and the Mark II will continue moving to the edge of the ring, turning its back to you. Now, target it.



Even though you can't hit this enemy from the front, you can target and destroy its missile barrages.



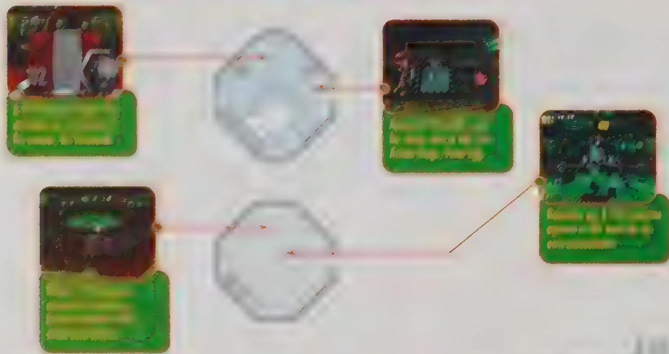
When the Mark II retreats to a position above the ring, jump and use your Jet Booster to move back and forth across the area to avoid its attack.



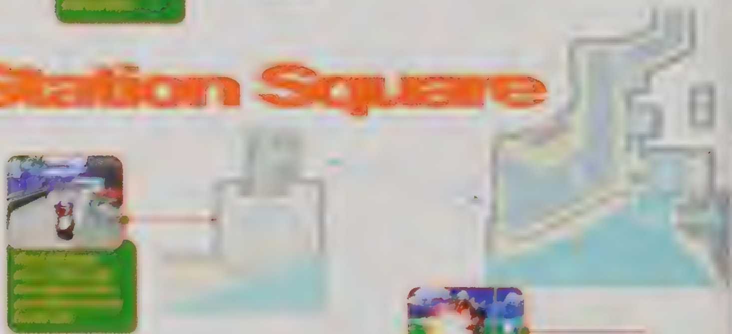
When the Mark II is finished, so is [illegible] adventure.



Egg Carrier



Station Square



Shrine of the Master Emerald

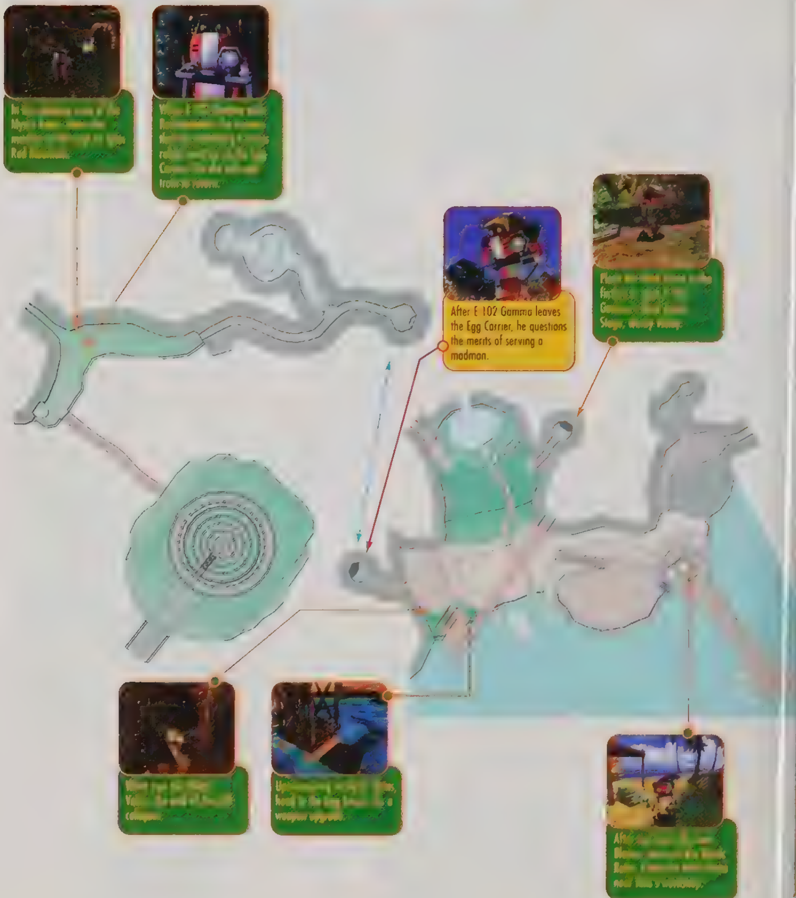




Egg Carrier



Mystic Ruins





Final Egg

The immobile dolls on this practice range are an introduction to E-102 Gamma's targeting system. The Action Stage is tiny, and the timer is generous. Your goal is to pop up as many targets as possible within target range.

By doing so, you get used to the amount of time your weapon can hold a charge. Fire before the target cubes change from blue to purple, or you aren't able to hit all the dolls you targeted.

120

None

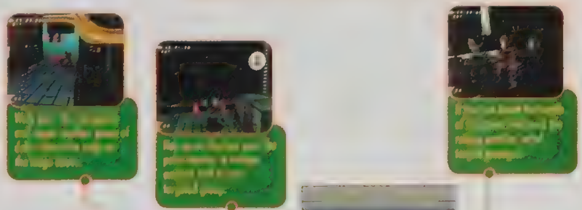
Target Doll

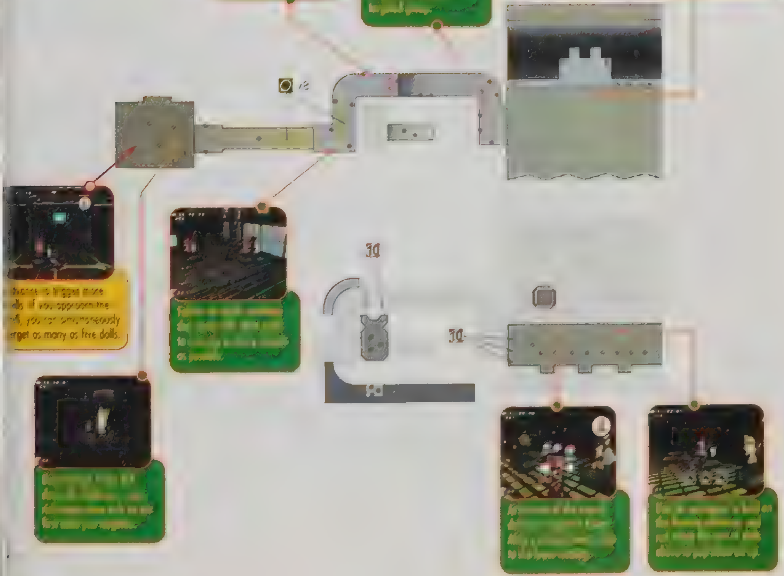
None

Tip

EMBLEM GOALS

RANK	CONDITIONS
C	Destroy the "Sonic doll"!
B	Collect 50 rings and destroy the "Sonic doll."
A	Destroy the "Sonic doll" with more than 150 seconds left on the clock.





Emerald Coast

Emerald Coast is E-102 Gamma's first real Action Stage, and it's a challenge (especially when you're going for the A Emblem). There are large groups of enemies to target, and one of the biggest is near Froggy. Even if you're already 20 seconds or more over the time limit as you approach the final area, taking out the Kikis on the ledge may save your metal behind. Don't forget about the Jet Booster on your back. Increase the number of enemies you can target by getting into the air once in a while.

EMBLEM GOALS

RANK	CONDITIONS
C	Catch Froggy!
B	Collect 50 rings and catch Froggy
A	Catch Froggy with more than 180 seconds remaining.



Windy Valley

Now that E-102 Gamma has found Froggy and decided that Dr. Robotnik might not be the world's greatest employer, it's off to rescue the rest of the E-series robots from their servitude. You see Boa Boas as you progress through the Action Stage; target each segment of a Boa Boa as it revolves in midair for big time bonuses. E-103 Delta waits at the end of Windy Valley. It's one of the weakest bosses in the game, but the battle is a valuable learning experience for fighting other E-series robots.

EMBLEM GOALS

RANK	CONDITIONS
C	Destroy E-103 Delta!
B	Collect 50 rings and destroy E-103 Delta.
A	Destroy E-103 Delta with more than 150 seconds remaining.



Windy Valley



Red Mountain



E-102 Gamma's Red Mountain Action Stage is a nasty little trek with far too many rock walls to open and knock down. It's not always in your best interests to target too far ahead, because you might omit an enemy from the target group, but you must anticipate the barriers and roll through them as they explode.

EMBLEM GOALS

RANK	CONDITIONS
C	Destroy E-104 Epsilon!
B	Collect 50 rings and destroy E-104 Epsilon.
A	Destroy E-104 Epsilon with more than 180 seconds remaining.

That's especially true when you're going for the A Emblem. Target the sections of the rock walls along the edge of the lava lake while you're airborne. They have to come down, and you should be en route to the passages beyond them. The same is true for the huge rock slabs that must fall for you to reach the final area. Get up in the air and take them out as you fly toward them. You may take a little lava dip in the process, but getting the A Emblem doesn't require you to have a single ring at the end of the stage.

When you're after the B Emblem, however, slow and steady progress, punctuated by prudent grouping of enemy targets, easily wins the race.



Red Mountain





Hot Shelter

Hot Shelter is E-102 Gamma's last and toughest Action Stage. This stage doesn't have a lot of large groups of enemies, so you need to quickly move through.

When you're racing the clock for the A Emblem, the train ride eats time, but you can make it up by defeating large groups of enemies at the end of the level. Keep moving forward on the train. The two tracks move back and forth to show you the easiest path, but you can also get up on top of the cars and run or Jet Boost along. You must be on the train with more than two minutes left on the clock to have any shot at the A Emblem.

A few large groups of enemies wait near the end of the level as you fall through a giant cylindrical structure. Locking onto large groups of enemies while in free fall is tricky business, but if you pull it off, your timer thanks you. E-105 Zeta waits for you at the end of the stage, and the timer ticks down until you beat him.

336 + (4~160)

- Extra Life (x4)
- Invincibility Shield
- Smart Bomb
- Magnetic Shield (x4)
- Shield (x4)

- Egg Keeper
- Kiki
- Leon

- Penguin
- Seal
- Otter

EMBLEM GOALS

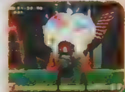
RANK	CONDITIONS
C	Destroy E-105 Zeta!
B	Collect 50 rings and destroy E-105 Zeta
A	Destroy E-105 Zeta with more than 120 seconds remaining



Target surrounding enemies by spinning in a circle in the hall intersection. Destroy them before the Kikis throw bombs.





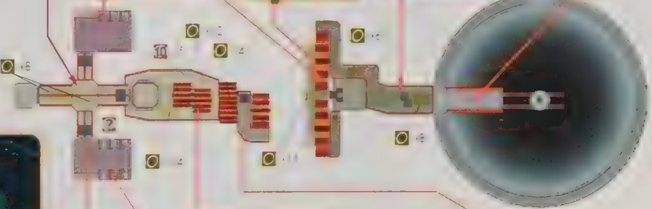




The springpad bounces you into the air. If you're after the...



...the door at the end of the walkway...







When you drop through the floor, target the opposite wall as you fall, aiming for the open door ledge you fall past.

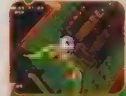


You pick up an Emblem and a Magnetic Shield from the ledge on your way down.



A Leon patrols inside one of the bathrooms.







Hot Shelter


If you're after the Emblem, don't slow down in this area.
A pair of Egg Keepers walk past the dash panels.
Land, then turn around and target the Kikis.
x6
x9
x9
x3
x6
Land on the switch below and a large claw carries you
Life as you go.
Steam the ledge but watch out for Leons. The center structure hides a floor switch.
A Leon is past the massive series of explosions.
If you're racing the clock, don't mess with the Leons, but be on guard while you activate the next claw.
The huge metal claw drops you onto the train. Now the real fun begins.
Stand on the platform and shoot the switch from there. The claw quickly arrives.
Mow down the line of Kikis through the open portal and target the barrier beyond as you move.
Near the Extra Life is a Magnetic Shield.


Move forward until you see the trainload of Kikis coming up on the other track, then cross over.
Shoot the switch.
but keep going
Jet Boost
Blast your way forward through the obstructions.
x6
x18
5
x8
x14
x6
x6
Jump high and Jet Boost
this car from the low
Keepers appear too late to
you wait for the low car
position itself. Run along
Follow the train, blowing up the obstructions on the cars in front of you.
On the train, detonate the Kikis and the Smart Bomb nearby. A Shield hides in the rubble.

page 136

Hot Shelter


The floor level offers Kiki trouble but you should have an Invincibility Shield when you reach it
x2
x6
x18
x8

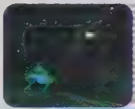
Big The Cat



Of all of the characters in *Sonic Adventure DX: Director's Cut*™, Big The Cat is the most…singular. While the other characters spend their time dashing, gliding, and hammering through their Action Stages, Big doesn't want to do anything strenuous. Most of his Action Stages require Big to catch his amphibious friend, Froggy, with his ever-present fishing rod.

Big The Cat's Story

Big and Froggy live in a small hut in the Mystic Ruins jungle. Life for them is one big fish feast, until Froggy gets the urge for a midnight snack and gobbles down a Chaos Emerald. After that, the panicked frog winds up lost and the target of Dr. Robotnik's mechanical Beats. Only Big The Cat, with his superior fishing skills, can seek out his friend and bring him home.







Basic Movement

Big is not the most athletic of characters. He moves with a loping gait, punctuated by expressions of hunger. He doesn't like to do anything more physically demanding than casting his fishing line into the water. He is strong, and can lift huge boulders to smash through the ice in Icecap.

Combat Primer

Big's method of attack is among the most unusual in the game: He uses his fishing pole to pop Kikis from a distance! Aim the fishing pole target behind and to the right of a Kiki (Big is a lefty), so the arc of the fishing line passes from left to right across the Kiki when it is cast.

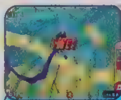
Big can also run up to a Kiki and whack it over the head with his fishing pole, but Big's girth often prevents him from reacting quickly enough to dodge the Kiki's bombs. It's better to attack from a distance and fish for Kikis.



Big uses his fishing pole as a weapon, staying well out of harm's way.

Big The Cat Goes Fishing

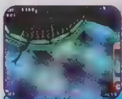
Fishing in *Sonic Adventure DX: Director's Cut*™ requires patience and finesse. You also want to collect all Big's powerups to regularly catch huge fish. The large fish (2,000 grams and up) that you need to catch to earn an A Emblem are rare. They also snap your line as they struggle, unless you're careful. Every snapped line costs you an Extra Life.



The long, slender fish are surprisingly heavy. A larger one is perfect for the B Emblem.

Selecting the Proper Fish

Look into nearby ponds and pools to estimate the weight of the fish by their size. You need to land a fish of at least 1,000 grams for the B Emblems, and a monster mackerel over 2,000 grams to earn an A Emblem.



Visually inspect the fish close to Froggy. That's a 2,000-gram catch if there ever was one.



Note the impressive size of your finny friend. That's your A Emblem swimming around down there.

Fish weighing 1,000 grams are common. Any of the long, slender eel or squid that seem to be of above-average size are probably at least 1,200 grams.

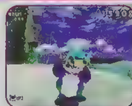
It's easy to waste time catching 1,800-gram and 1,900-gram fish, unless you generate a 2,000-gram fish yourself with our time-tested Froggy catch-and-release method (see below).

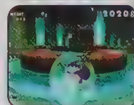
Froggy usually appears in one location, labeled on the maps for each Action Stage. If you're after the A Emblem, find Froggy first. That accomplished, check the fishing pools in the immediate area for particular fish: sharks (including hammerheads), marlins, or big green cods. There are other 2,000-gram fish, but the largest versions of these species are of A Emblem-weight class more often than other fish.

BIG FISH V. HUGE FISH: A HEAVY QUESTION

To visually gauge the weight of a green cod, look for a fish that's almost as big as Big himself. Compare it with Big's tummy by swimming up to the fish. The Cod has to be wide as well as long to come in over 2,000 grams. If you see one, you'll know it. You're probably nervous about turning your back on the thing. It looks as if it would have no problem eating Big for lunch, instead of vice versa.

When it comes to 2,000-gram sharks or marlin, you also want to find fish that are not only long but wide. When you look down on them, 2,000-gram sharks and marlin appear chubby, but they don't have to be as dangerously huge as the cod. A 2,000-gram shark or marlin might look smaller than another species of fish that weighs less than 2,000 grams.





Catching and Releasing Froggy

If you look around Froggy's immediate area and see no fish that look like they weigh 2,000 grams, catch Froggy and release him.

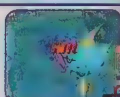
Cast into Froggy's pool and coax him over to the lure with short, quick taps on Ⓑ. If you're successful at getting his attention, he breaks out of his small swimming circle and heads toward the lure. When he bites the lure, hammer on Ⓐ and move ○ erratically. The lure should pop out of Froggy's mouth.

If everything works, all the fish in the Action Stage respawn at once. Check the nearby fishing holes. Are there any huge fish? No? Hook and release Froggy again. Eventually, you see a 2,000-gram fish. Now all you have to do is catch it!

Where the Fish Run Free...or Don't

Getting a fish interested in your lure is the easy part, especially if you've been diligent about collecting Big's powerups. Drag the lure slowly through the fish's area, giving it a little action with taps on Ⓑ. Over-cast and let the lure sink to attract fish at the bottom of the pond. The fish breaks from its pattern when it notices the lure. When it bites, move ○ toward you to set the hook. "HIT!" appears on the screen when you get a solid strike, and Big exclaims, "Something's biting."

Fish weighing more than 2,000 grams love to run, and they fight you all the way in. With that in mind, try to hook fish near walls or embankments. Instead of running out 30 meters of line before it starts to tire, the fish runs seven or eight meters before hitting a dead end. The fish's biggest energy surge comes after being hooked, and it loses that boost when you trick it into pressing its face up against a wall.

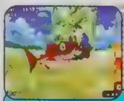


The biggest fish run hard. Try to give them a nearby dead end to run into.



Use this trick after Big has his Life Belt and can wade into the water to fish. Hook a fish that is no more than 10 meters away to keep from having to struggle with it for half an hour. If you have to over-cast and let the line sink, you can get away with more distance.

If the fish reels off about 30 meters of line despite your best efforts, don't sweat it. Just let it run. You don't have much of a choice. When the fish tires, your warning alarm stops ringing and the tension meter dips back to about half-tension. Move ○ from side to side to tug the line back and forth. The fish starts fighting from side to side instead of pulling away from you. This takes a little more tension off the line so you can start reeling him in.



A large fish may run several times. Be ready to let tension off the line if the meter shoots up.

When reeling in the biggest fish, you have to take up the line quickly (use Ⓐ rather than Ⓑ) when the tension meter isn't maxed out. If you use Ⓑ with the bigger fish, you see the line growing longer and the tension increasing at the same time! Reel in using Ⓐ in short, controlled bursts. When the fish fights, let off Ⓐ to silence the alarm, then use ○ to work the line from side to side, breaking the fish's concentration When the tension on the line dips back to the halfway point, begin another series of quick bursts on Ⓐ. The fish may run two or three times, depending on its size and spirit, but each repeat is less dramatic than the one before, and it's easier to reel up any line you have to let out during the run.

Landing Your Little Buddy

If you can haul in a 2,000-gram fish, landing Froggy is simple. Let him run if he wants, then gently reel him in so as not to scare him.

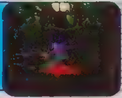
If you land a 2,000-gram fish and Froggy snaps your line, you don't have to catch another huge fish to get your A Emblem—just Froggy. Also, if the lure is sitting in front of a fish and it's not going for it, it's probably because Froggy has already zeroed in on the line Yank the line from the water, or you may get a hit you don't want or need.

PERMANENT UPGRADES

You need all the lure powerups to catch an A Emblem fish. We've landed big enough fish without all the lures, but it s generally because the fish tired itself out and just happened to be 2,040 grams. If you lay paws on all the lure powerups as well as the Power Fishing Rod and the Life Belt, landing a huge fish goes from fluke to regular occurrence.

Power Fishing Rod

Big's cattail-pattern fishing pole is under the bed in his gazebo. Push the bed aside.



Life Belt

The Life Belt is in the ice cave before the ladder to Icecap. It lets Big float and fish at the same time.



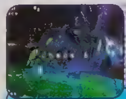
Lure Powerups

There are four lure powerups, three of which are in Adventure Fields. The last one is in the Icecap Action Stage. Consult the Adventure Field and Action Stage maps for the exact locations

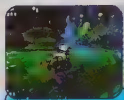
Big The Cat's Boss Battle

Big has one boss challenge: fishing Froggy from Chaos 6's gelatinous body. If you have all Big's permanent upgrades, this is your easiest fight with Chaos 6, because the boss has been toned down so as not to heap too much abuse on the friendly feline.

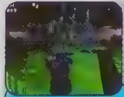
If you don't quickly finish off Chaos 6 , it becomes a tougher foe. You have four or five good chances to hit the Froggy target as Chaos 6 stalks Big around the ring before attacking. Let Chaos 6 get close, and cast as if your buddy's green hide depended on it. It does.



Big encounters Chaos 6 on the Egg Carrier's deck area.



When Chaos 6 advances, aim for the small red target inside it to rescue Froggy.

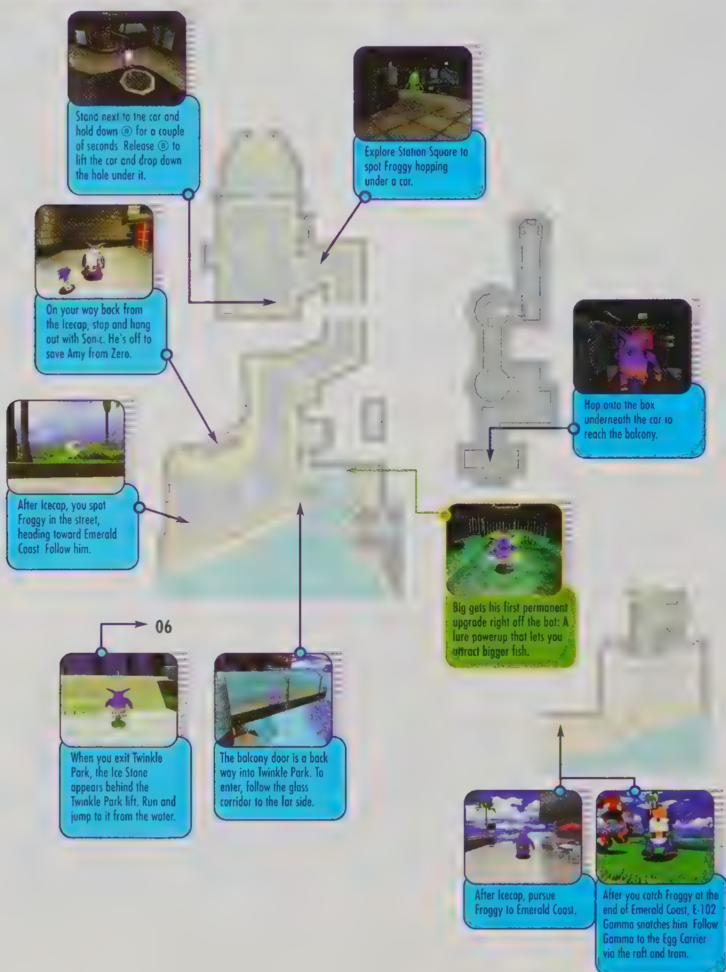


Let the monster get close to improve your aim. Cast beyond the beast so the lure passes through the target.



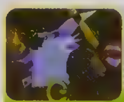
With Big's bull's-eye well past the monster, the lure should hit the mark about halfway up Chaos 6's gelatinous body. Mission accomplished.

Station Square

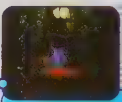


Mystic Ruins





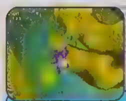
Big s adventure begins in the Mystic Ruins when a strange light in the sky awakens him and Froggy.



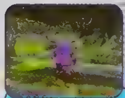
Push Big s bed to reveal a hole and drop into it



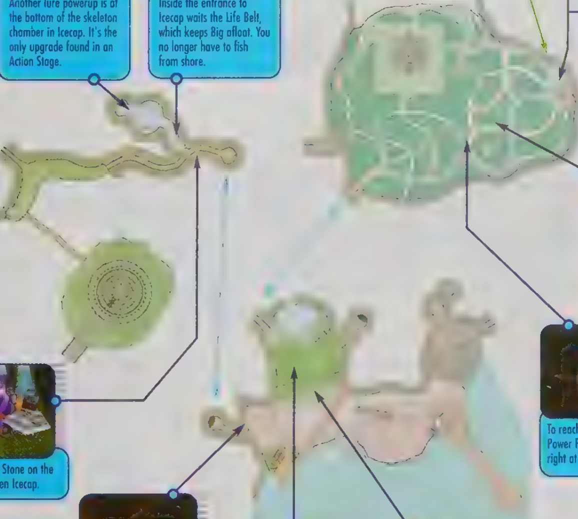
Below Big's bed is the Power Fishing Rod, which makes fishing easier.



Another lure powerup is at the bottom of the skeleton chamber in Icecap. It's the only upgrade found in an Action Stage.



Inside the entrance to Icecap waits the Life Belt, which keeps Big afloat. You no longer have to fish from shore.





To reach a lure power-up, cross the stream, then head to the right when the pathway branches into the forest. The path is hard to see in the shade.



To reach Big's hut (and the Power Fishing Rod) bear right at this junction.



Place the Ice Stone on the fixture to open Icecap.



Take the Ice Stone through the opening in the rock wall after completing Twinkle Park.

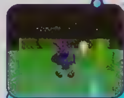


When Big exits Icecap to the area near the waterfall, he finds Tails and Froggy, who hops in the direction of Emerald Coast.



After Twinkle Park, you can get a tip from Knuckles, who's hanging out by the waterfall.

Shrine of the Master Emerald



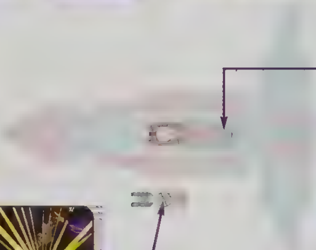
When Big completes Hot Shelter, Tikal appears and brings him a vision.

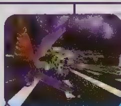


Approach the shrine to meet with Tikal and hear her revelation concerning the Chaos Emeralds.



Egg Carrier





After you hook Froggy from the gelatinous interior of Chaos 6, check out Tails's downed airplane.



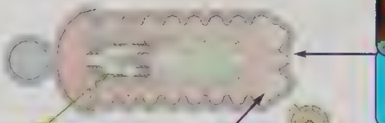
As the Egg Carrier goes down in flames, Big and his buddy escape.

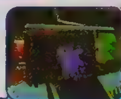


Froggy is forced to relinquish his Chaos Emerald in the large circular arena



To win back your buddy and complete Big's adventure, defeat Chaos 6.





When you exit Hot Shelter with Froggy, ride the golden lift up to the deck of the Egg Carrier.



When you arrive on the Egg Carrier after Emerald Coast, check the prison cells before entering Hot Shelter.



The door on the right leads to the cells where Amy was once imprisoned.



Hop on the plunger switch and take the lure powerup from the first cell.



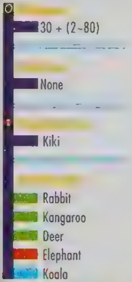
Twinkle Park

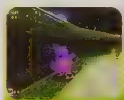
Twinkle Park gives Big a chance to get his furry feet wet, fishing in the small pool where you can see everything that's happening in a tidy little area. Although 2,000-gram fish are too tough for Big to catch with his current gear, this is a prime place to experiment after you get some of the lure upgrades.

If you're going to fish from poolside, stand on the edge or on the lower lip. To catch larger fish, float in the center of the pool with the Life Belt. That way, a fleeing fish can't draw out 30 meters of your fishing line before hitting a wall.

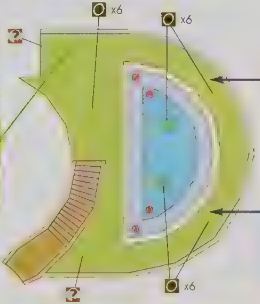
EMBLEM GOALS

RANK	CONDITIONS
C	Fish for and catch Froggy!
B	Catch a 1,000-gram fish and Froggy.
A	Catch a 2,000-gram fish and Froggy.





The Kikis at poolside don't attack until Big does, but they may run into you inadvertently if you get too close.





These docile Kikis make great practice targets. Experiment with attacking with the fishing pole from a distance.



Froggy is at the pool's end near the stairs. Experiment with the catch-and-release technique to respawn fish in the pool.

Icecap

Icecap is Big's largest Action Stage. Froggy is in the small pool near the level's start. That's convenient when you're going for the C Emblem, but not good when you're in search of bigger fish. Froggy's small pool is only one of half a dozen places where fish appear. You can spawn larger fish in Froggy's pond if you catch and release him, but save yourself some time and trouble by checking out the other fishing holes.

EMBLEM GOALS

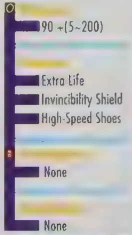
RANK	CONDITIONS
C	Fish for and catch Froggy!
B	Catch a 1,000-gram fish and Froggy.
A	Catch a 2,000-gram fish and Froggy.

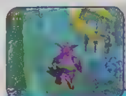
The ponds freeze over after you break through them. Don't spend an unneccessary amount of time underwater, or you may become trapped under the frozen surface of the water and unable to break out from below.

You can enter or leave the water through the small opening near the skeleton trapped in the ice in the largest chamber. That small gap doesn't freeze, and it lets you move quickly from Froggy's primary pool to the rest of the level.

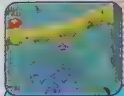
Don't adjust your trajectory while using the springpads in Icecap. Jump instead of walking when Big's on ice.

Explore the level. This is the only Action Stage in the game that holds a permanent upgrade (a lure powerup) for one of the characters.

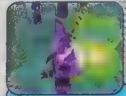




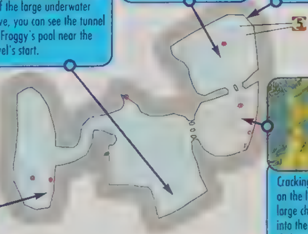
Off the large underwater cave, you can see the tunnel to Froggy's pool near the level's start.



This chamber is separated from the rest of the level. The only way in or out is by making a hole in the ice.

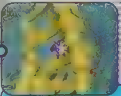


At the highest fishing hole's bottom is a lure powerup, the only permanent upgrade in an Action Stage.





The frog pond has a small underwater passage that leads to the rest of the level.



Cracking through the pool on the ledge above the large chamber drops you into the pool the huge skeleton dominates.

Icecap

When you explore on dry land, watch out for the small rows of spikes at the base of some walls.

The High-Speed Shoes aren't necessary, but they help you move through the stage more quickly.

Head up the rocks above the starting area to find a small pool containing an underwater passage to the upper area of the large chamber.

On the opposite side of the ice-encrusted spine is a fishing hole.

The small crack in the large chamber between the skeleton and the path never freezes.

Jump and crash through the ice near the stage's start to find Froggy's favorite pond.



If you crack the ice near the skeleton, you fall into a large underwater cave.

Find more High-Speed Shoes here. If you're coming from the opposite direction, use the small upward curl of the path to go up the long slope.

Jump and crack the ice on the high ledge or use the nearby boulder to break through it.

An Extra Life and some ring Item Boxes wait on the ledge above the level's starting point.

The main chamber features part of the huge skeleton and two of the level's six fishing spots.

The springpad takes you on a ricocheting journey that drops Big on the ledge near the uppermost fishing hole.

If you swim through the passageway from the pool above the level's starting point, you reach a high ledge near a wooden slope.

Run and jump from the high wooden bridge to reach the lower ledge nearby.

Float to the back of the cave, and the camera zooms in to let you fish a spot in the back.

From the floor, snag the Invincibility Shield with your pole, then cross the spikes to use the springpads.



Emerald Coast

Emerald Coast is large, but it's an easy stage in which to find large fish. Catch and release Froggy in the small cove near the stage's start, then run across the small sandbar to scan the sea for monster-sized marine life.

The few Kikis in the area are more hostile than those Big has seen previously, so immediately deal with them. Pop the one on the sandbar if you're going to scout for larger fish. If you don't take out the sandbar Kiki immediately, you risk having to do it after spying a giant fish. That causes all the fish to respawn (and turns that big fish into a "one that got away" story).

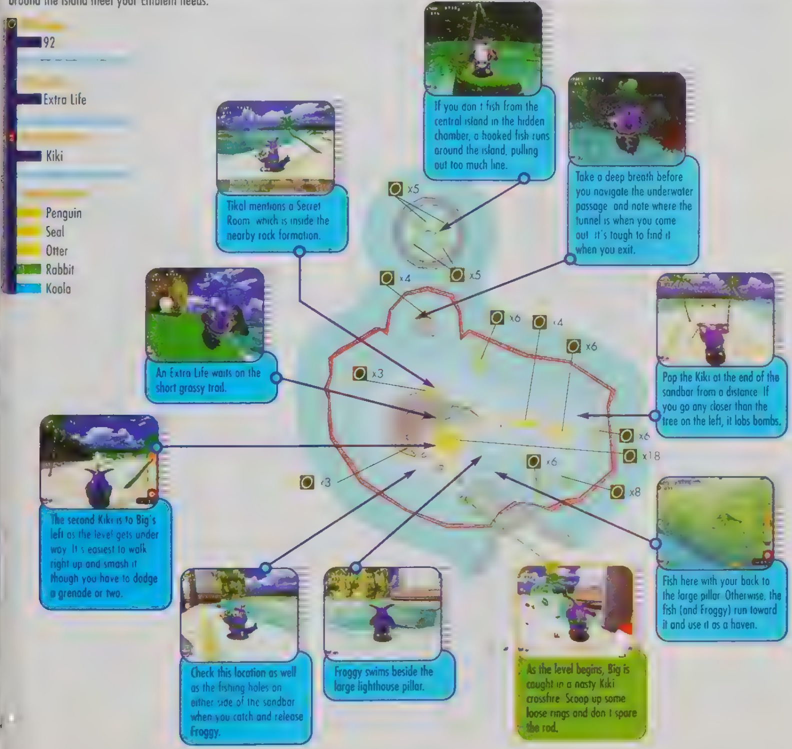
Tikal speaks highly of a secret room, but it's a mediocre place to fish. The fish have too much room to run, even if you're on the center island, and Froggy's too far away to conveniently catch and release. Plenty of fish around the island meet your Emblem needs.

Note

Not only do the fish respawn every time you catch ... Froggy, but they also respawn when you take out ...

EMBLEM GOALS

RANK	CONDITIONS
C	Fish for and catch Froggy.
B	Catch a 1,000-gram fish and Froggy.
A	Catch a 2,000-gram fish and Froggy.



If you don't fish from the central island in the hidden chamber, a hooked fish runs around the island, pulling out too much line.

Take a deep breath before you navigate the underwater passage and note where the tunnel is when you come out. It's tough to find it when you exit.

Tikal mentions a Secret Room, which is inside the nearby rock formation.

An Extra Life waits on the short grassy trail.

Pop the Kiki at the end of the sandbar from a distance. If you go any closer than the tree on the left, it lobs bombs.

The second Kiki is to Big's left as the level gets under way. It's easiest to walk right up and smash it, though you have to dodge a grenade or two.

Fish here with your back to the large pillar. Otherwise, the fish (and Froggy) run toward it and use it as a haven.

Check this location as well as the fishing holes on either side of the sandbar when you catch and release Froggy.

Froggy swims beside the large lighthouse pillar.

As the level begins, Big is caught in a nasty Kiki crossfire. Scoop up some loose rings and don't spare the rod.

Hot Shelter

The key to success in Hot Shelter is not making it harder than it is. Froggy filters into the central chamber when you step on the Drainage Release Switch, and nearby fishing holes let you generate a big fish through the catch-and-release method. The raft in that circular room makes a great fishing spot—large white sharks and hammerheads are prone to pop up near it. You won't be able to catch Froggy in the upstairs area, but the pool in its center spawns king-size versions of remarkable fish.

EMBLEM GOALS

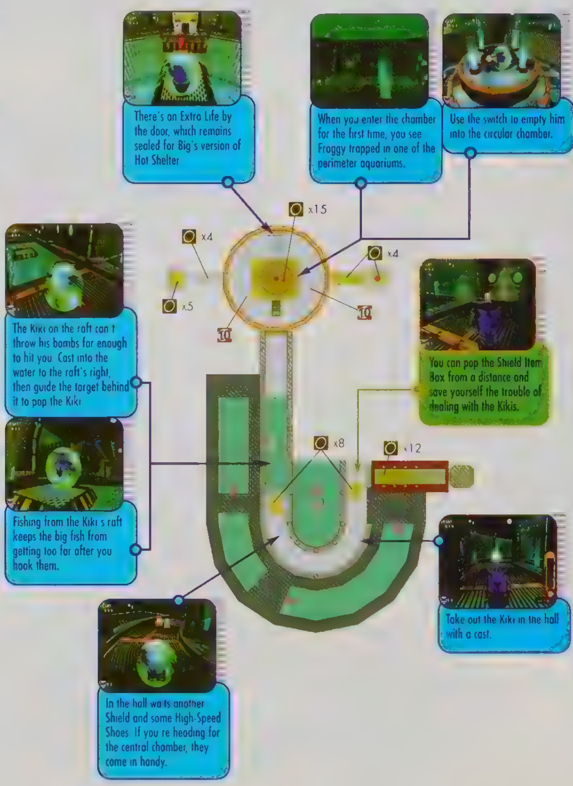
RANK	CONDITIONS
C	Fish for and catch Froggy.
B	Catch a 1,000-gram fish and Froggy.
A	Catch a 2,000-gram fish and Froggy.

126 + (1~40)

Items
- Extra Life
- Shield (x2)
- High-Speed Shoes

Enemies
- Kiki

- Penguin
- Seal
- Otter
- Rabbit
- Koala

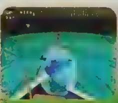




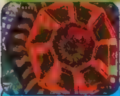
Hot Shelter



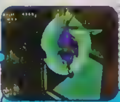
Removing the plug floods Froggy's chamber and allows you to explore the level's higher areas. After you do it, it can't be undone.



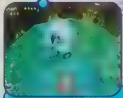
Through the checkpoint in the upstairs area, climb up on the boxes and cast across the top of the plug.



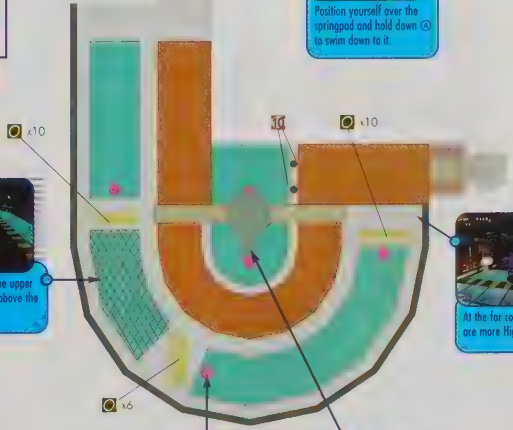
When the view changes to an animation, give the line an upward tug to pull the plug.

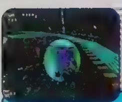


Submerge to reach the springpad, and bounce up toward the opening in the wall.



Position yourself over the springpad and hold down Ⓐ to swim down to it.

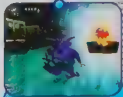




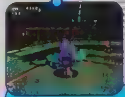
Two Kikis wait in the upper area on a grating above the emptied pools.



At the far corner of the area are more High-Speed Shoes.



Stand on the glass and trick the Kiki into shattering the aquarium with a thrown bomb.



There's another Kiki in the central area, but you need him to blow up the aquarium glass. Don't pop him until he does!

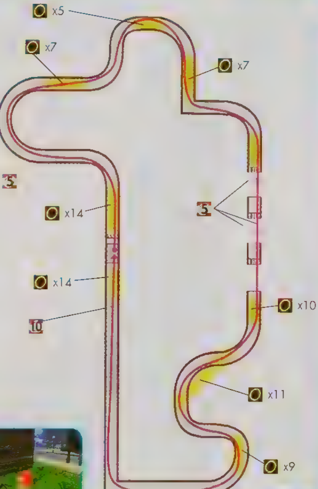
The Sub Games

Sonic Adventure DX: Director's Cut™ features several small Sub Games that help further the plot, as in the Sky Chases, or offer a fun diversion from the more intense Action Stages. In the Twinkle Circuit Sub Game, for instance, you race a Cart Kiki around a race course that's similar to the one Sonic encounters in the first part of his Twinkle Park Action Stage. If you beat the Sub Game's high score, you earn a Sonic Emblem.

Note

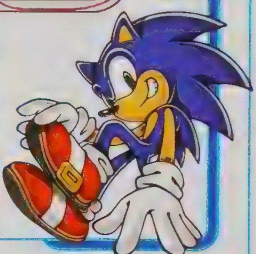
To see a Sub Game's high score, [illegible] Results Menu for the Sub Game [illegible]

Twinkle Circuit





If [illegible] pl[illegible] ho[illegible] Pa[illegible] a [illegible] ne[illegible] en[illegible] ad[illegible] a[illegible] complete before you enter.



Sky Chase Act 1

Sonic and Tails embark on Sky Chase Act 1 in pursuit of the Egg Carrier. The episode is destined to end badly, but they get another shot later in the game.





A: The Tornado has plenty of fire[illegible] air[illegible] to the Egg Carrier[illegible]



B: The Egg Carrier unleashes a bo[illegible] at [illegible] fir[illegible] de[illegible] clos[illegible]



C: This Sky Chase ends [illegible] a mo[illegible] Egg [illegible] Tai[illegible] an[illegible] you [illegible] 2.

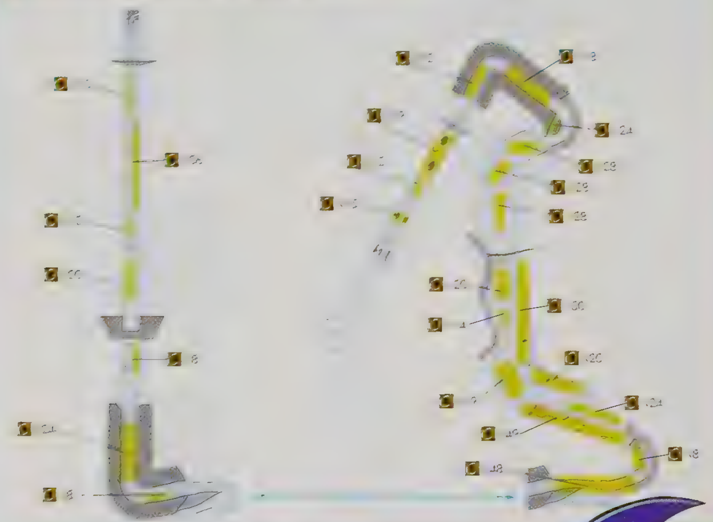
Sky Chase Act II

Sonic and Tails are back after the Egg Carrier in Sky Chase Act 2, and this time they don t stop until they board Robotnik s flying fortress.



Icecap Snowboarding

Both Sonic and Tails can experience the thrill of Icecap's snowboarding segment as a Sub Game.

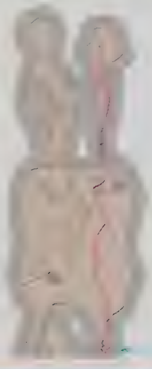


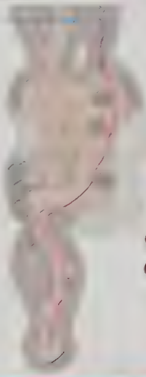




Sand Hill (Tails)

[illegible] While [illegible] through Sand Hill you must pass through a gate every three seconds or the scoring multiplier resets.



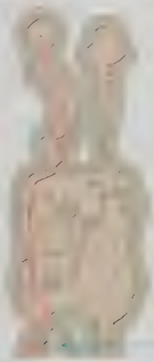


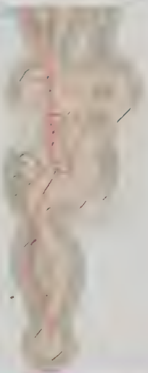


Sand Hill (Sonic)

[illegible] through a gate every three seconds or the scoring multiplier resets.







Mission Mode

After you complete each character's adventure (including Super Sonic's—see the next section of this guide), you can access Mission Mode from the Main Menu. Mission Mode is an all-new *Director's Cut™* feature that was not included in the original *Sonic Adventure* for the Dreamcast.

To complete Mission Mode, you must find 60 Mission Cards with the six main characters (Sonic, Tails, Knuckles, Amy, E-102, and Big), and follow the instructions on the card to complete the mission. Each mission is unique to a character—Sonic can't perform one of Knuckles's missions, for instance. The game saves your progress after you find each Mission Card and complete each mission.

Tip

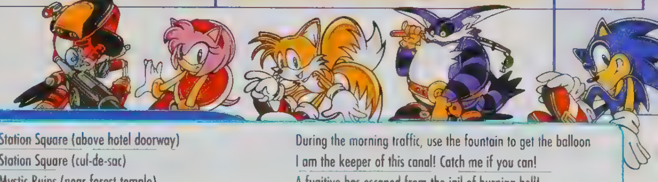
Mission Cards are found only in [illegible]

Number of Missions Per Character

Character	Missions
Sonic	25
Tails	8
Knuckles	9
Amy	5
E-102	5
Big	8
TOTAL	60

Mission Mode Missions

Mission #	Character	Card Location	Card Text
1	Sonic	Station Square (in front of train station)	Bring the man who is standing in front of the hamburger shop!
2	Sonic	Mystic Ruins (top of train depot steps)	Get the balloon in the skies of Mystic Ruins!
3	Sonic	Station Square (hotel pool area)	Collect 100 rings and go to Sonic's billboard by the pool!
4	Tails	Mystic Ruins (near the train)	Weeds are growing all over the place! I must get rid of them!
5	Knuckles	Station Square (near Casinopolis entrance)	I lost my balloon! It's way up there now!
6	Amy	Mystic Ruins (near train station)	He is going to drown! Help the man in the water!
7	E-102	Mystic Ruins (near the mine cart to the temple area)	Lonely Metal Sonic needs a friend...Look carefully.
8	Big	Station Square (near Twinkle Park elevator and train station)	The medallion fell under there! No illegal parking please!
9	Sonic	Station Square (behind Twinkle Park elevator)	Get the balloon floating behind the waterfall at the emerald sea.
10	Tails	Station Square (hotel lobby)	What is that sparkling in the water?
11	Sonic	Mystic Ruins (near waterfall by train station)	Destroy the windmill and proceed. Find the balloon in orbit!
12	Knuckles	Mystic Ruins (in the Egg Hornet arena)	Who is Chao a good friend with? And what is hidden underneath it?
13	Sonic	Station Square (Casinopolis entrance area)	I can't take a shower like this! Do something!
14	Big	Station Square (near Twinkle Park elevator and train station)	I am the keeper of this hotel! Catch me if you can!
15	Sonic	Mystic Ruins (near the train station fence)	My medallions got swept away by the tornado! Somebody help me get them back!
16	Tails	Mystic Ruins (near cave entrance to Chao garden)	Get the flags from the floating islands!
17	Sonic	Station Square (in shop near cul-de-sac)	Aim and shoot all the medallions with a Sonic Ball.
18	Amy	Station Square (train station)	During the night, at the amusement park, pace your jumps on top of one of the tables.
19	Amy	Station Square (on music store awning near train station)	What is behind that mirror?
20	Sonic	Mystic Ruins (in pool of water near Icecap entrance)	Get all the medallions within the time limit! It's really slippery, so be careful!
21	E-102	Mystic Ruins (near entrance to Final Egg)	Protect the Sonic doll from the Spinners surrounding it!
22	Big	Station Square (hotel lobby)	Find the flag hidden in the secret passage under the emerald ocean!
23	Sonic	Station Square (near Twinkle Park entrance)	Go around the wooden horse and collect 10 balloons!
24	Tails	Station Square (near Casinopolis entrance and Ice Key)	"I hate this dark and filthy place!" Can you find it?
25	Knuckles	Station Square (in cul-de-sac, near entrance to Speed Highway and Town Hall)	What is hidden under the lion's right hand?
26	Knuckles	Station Square (in cul-de-sac, near entrance to Speed Highway and Town Hall)	What is that on top of the ship's mast that the pirates are protecting?
27	Sonic	Station Square (in diner near cul-de-sac)	Collect 100 rings and head to the heliport!



28	Sonic	Station Square (above hotel doorway)	During the morning traffic, use the fountain to get the balloon
29	Big	Station Square (cul-de-sac)	I am the keeper of this canal! Catch me if you can!
30	Sonic	Mystic Ruins (near forest temple)	A fugitive has escaped from the jail of burning hell! Find the fugitive!
31	Tails	Station Square (on top of train station clock)	Get the balloon as you float in the air along with the trash!
32	Knuckles	Mystic Ruins (near the bridge to Angel Island, by the entrance to Icecap/Red Mountain)	Can you get the balloon that is hidden under the bridge?
33	Sonic	Egg Carrier (pool area)	Shoot yourself out of the cannon and get the balloon!
34	Sonic	Egg Carrier (upper deck)	Can you get the balloon that is hidden on the ship's bridge?
35	Big	Mystic Ruins (near where Knuckles dug for the monkey switch)	I am the keeper of this icy lake! Catch me if you can!
36	Sonic	Egg Carrier (near entrance to Chao Garden/Hot Shelter/Prison)	Fighter aircraft are flying everywhere. Somebody get me out of here!
37	Tails	Mystic Ruins (near mine car to temple)	Fly over the jungle and get all the balloons!
38	Tails	Mystic Ruins	A message from an ancient people: In the direction where the burning arrow is pointing, you will see....
39	E-102	Station Square (secret hotel lobby room)	Treasure hunt at the beach! Find all the medallions under a time limit!
40	Sonic	Mystic Ruins (Tails's workshop)	What is hidden in the area that the giant snake is staring at?
41	Sonic	Mystic Ruins (forest temple)	Look carefully just as you fall from the waterfall!
42	E-102	Egg Carrier (prison cell)	I can't get into the bathroom. How could I've let something like this happen to me?
43	Amy	Egg Carrier (prison cell)	Fortress of steel. High jump on 3 narrow paths. Be careful not to fall.
44	Big	Egg Carrier (to the right of the pool entrance)	I am the keeper of this ship! Catch me if you can!
45	Sonic	Mystic Ruins (near Sand Hill entrance)	Go to a place where the rings are laid in the shape of Sonic's face!
46	Sonic	Mystic Ruins (where Big finds Lure powerup)	A secret base that's full of mechanical traps. Pay attention, and you might see....
47	Tails	Mystic Ruins (near Tails's house)	Get 10 balloons on the field under the time limit!
48	Knuckles	Station Square (atop lamp post in cul-de-sac)	Can you get the medallion that the giant Sonic is staring at?
49	Sonic	Station Square (sewer under cul-de-sac)	Scorch through the track and get all the flags!
50	Amy	Mystic Ruins (near Final Egg entrance)	Select a road that splits into 5 paths before time runs out!
51	E-102	Mystic Ruins (atop forest temple)	Gunman of the Windy Valley! Destroy all the Spinners under a time limit!
52	Big	Mystic Ruins (in Big's hut)	Get 3 flags in the jungle under the time limit!
53	Sonic	Mystic Ruins (near Icecap/Red Mountain entrance where Sonic gets Light-Speed Shoes)	Get the balloon with 3 super high jumps using the ski slope!
54	Knuckles	Mystic Ruins (near forest temple, where Knuckles gets his Fighting Gloves)	Slide downhill in a blizzard and get all the flags!
55	Sonic	Station Square (up Twinkle Park elevator and to the left)	Run down the building to get all the balloons!
56	Knuckles	Mystic Ruins (near train station, behind a tree near fallen rock)	Relentless eruptions occur in the flaming canyon. What could be hidden in the area she's staring at?
57	Sonic	Mystic Ruins (near entrance to Icecap/Red Mountain, behind a rock on Angel Island)	Peak of the volcanic mountain! Watch out for the lava!
58	Sonic	Mystic Ruins (at the bottom of the forest temple area ladder)	The big rock starts rolling after you! Try to get all the flags!
59	Knuckles	Egg Carrier (pool area)	Watch out for the barrels and find the hidden flag inside the container!
60	Big	Mystic Ruins (on the train tracks near the station)	Something is hidden inside the dinosaur's mouth. Can you find it?

The Final Showdown:

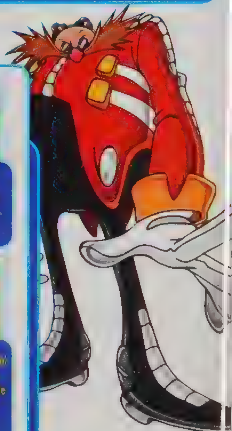
Super Sonic vs. Perfect Chaos

After playing through all six characters' adventures, you think that Dr. Robotnik and Chaos are done for, right? Wrong. Chaos has had it with being Robotnik's flunky. It has the power of the seven Chaos Emeralds now, and nothing and no one is going to control it. It begins a rampage in Station Square that none of Sonic's friends are able to stop. That's where Super Sonic comes in.

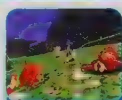
If you complete each character's adventure and watch the end credits to save your progress, Super Sonic appears as a playable character on the character selection ring in Adventure Mode.

Super Sonic is the only character who can use the remaining pure energy in the Chaos Emeralds to fight and defeat Chaos, whom the Emeralds' dark side powers.

What to Do, Where to Go?



To be transformed into Super Sonic, Sonic has to do a bit of legwork. After Tails informs you of impending doom, head for the area of Mystic Ruins near the Red Mountain entrance and go through the cave that opens halfway through the game.



Cross [illegible] approach Ro[illegible] advance the story.



Go [illegible] the Mas[illegible] Sonic's vision.



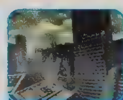
After [illegible] trib[illegible] go [illegible] Emerald.



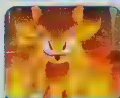
When [illegible] he awakens near Red Mountain. Follow Tails to [illegible] Ruins jungle.



Son[illegible] dow[illegible] Tails's hut. [illegible] of them.



Perfect Chaos [illegible] through Station Square and des[illegible] Robotnik's [illegible] Egg Carrier.



When the [illegible] settles, [illegible] and friends advise Sonic to use the good force inside the Chaos Emeralds to become Super Sonic.

Fighting Perfect Chaos

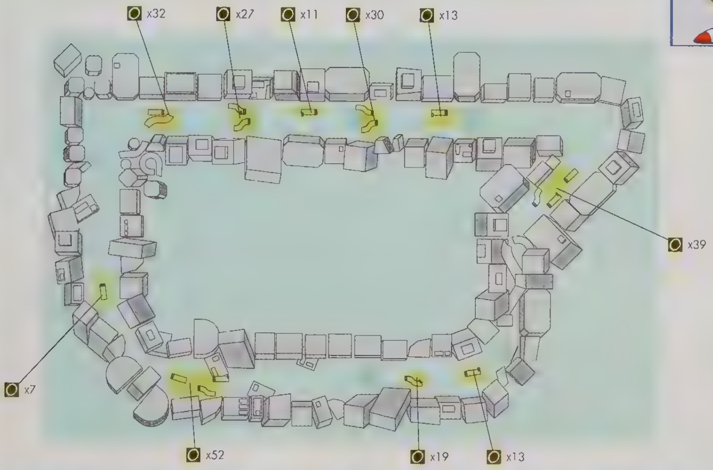
The showdown with Perfect Chaos is a test of speed—the clock runs while you fight. Instead of seconds, however, your supply of rings ticks away. If it reaches zero, you lose a life. You can pick up additional rings as you fight, but you also have to hit Perfect Chaos six times to defeat it.

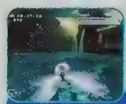
Dodge Perfect Chaos's horrific assault long enough to get up to ramming speed. Super Sonic glows with an awesome energy when he really starts to move. He can only attack Perfect Chaos successfully when he's in this powered-up state.

Unless you're in need of more time, don't go out of your way for rings. Pick up what you can get from the most convenient ramps. The longer it takes you to reach Perfect Chaos, the more withering its assault is.

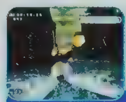
After you hit Perfect Chaos with three successful attacks, the beast falls apart and reforms for round two. In the second round, it's an accomplishment to reach the big freak, much less hit it at damaging speed. Even if you run into it and don't inflict damage, the clock stops as Perfect repositions, giving you a chance to build up speed for another run.



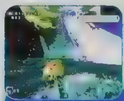




The corners in the Station Square [illegible] exceptions [illegible] Round them smoothly.



Don't go out of your way for rings. [illegible] for a ramp [illegible] speed and [illegible] the monster's fire.



The [illegible]'s breath blasts eas[illegible] without losing speed.



Tornadoes are tough to avo[illegible] pro[illegible] the[illegible] hit Perfect [illegible]



When you ram into Perfect Chaos [illegible] Super [illegible] side the [illegible]



Hit [illegible] to bea[illegible] plen[illegible] you have [illegible] unsuccessful run.



When Perfect Chaos [illegible] order is restored.



Sta[illegible] days, but the danger is [illegible]



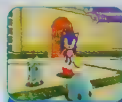
Caring for Chao

Aside from Chaos fighting and ring collecting, there's another way to enjoy *Sonic Adventure DX: Director's Cut™*: raising and racing Chao. You can earn up to five Sonic Emblems by finding Chao in Chao Gardens, feeding them fruit, giving them animals, and raising them to be champion racers in Chao contests.

Pick up an animal in the Chao Garden and hand it to a Chao to transfer some of the animal's characteristics to the Chao. That's the practical reason for rescuing animals, and that's why we told you which animals are in the Action Stages.



Tr[illegible] aff[illegible] egg[illegible]



Ev[illegible] cocoons an[illegible] develop[illegible]

SPECIAL EGGS

Three special Chao eggs are available in addition to the standard pair of blue Chao eggs found in the Chao Gardens in Station Square, Mystic Ruins, and Egg Carrier. The first special Chao egg is silver, and you get it by pushing the large stone pedestal near the Mystic Ruins waterfall. Another is in a shop in Station Square; swap it with the rock in the nearby courtyard to take it from the shop. The third egg is in the cell next to Amy's when she's locked up on the Egg Carrier.



Penguins, seals and beavers inc[illegible]g aff[illegible]

Yellow Group Animals: Swimming

ANIMAL	APPEARANCE CHANGE	ACTION CHANGE
Penguin	Arms and legs turn to fins or become webbed, eyebrows grow	Snuggling
Seal	Tail changes to look like fins	Dances with raised arms
Beaver	Brown hair on arms and legs	Swims, turns quickly



The birds that make up the pur[illegible] Chao's flying ability.

Purple Group Animals: Flying

ANIMAL	APPEARANCE CHANGE	ACTION CHANGE
Parrot	Wings and tail turn red, red plume on head	Sings
Partridge	Gets a spreading green tail and green plume on head	Becomes Conceited
Robin	Wings and tail turn blue	Dances in circles



The wallaby, rabbit, and deer make a Chao run faster.

Green Group Animals: Running

ANIMAL	APPEARANCE CHANGE	ACTION CHANGE
Rabbit	Grows rabbit legs and ears	Backflips
Deer	Grows hooves and horns	Bows
Kangaroo	Green hair grows, long tail	Shadow boxes



Elephants, lions, and gorillas boost a Chao's strength.

Red Group Animals: Strength

ANIMAL	APPEARANCE CHANGE	ACTION CHANGE
Gorilla	Grows long nails, turns purple, grows ears	Beats drum
Elephant	Arms and legs thicken, ears grow	Does Sumo action
Lion	Nails and ears grow, mane appears	Washes face like cat





Blue group animals (mole, ko[illegible] a [illegible] of a Chao's stats.

Blue Group Animals: One Skill Affected Randomly

ANIMAL	APPEARANCE CHANGE	ACTION CHANGE
Koala	Nails grow, white hair covers body	Blows trumpet
Skunk	Grows white and black fur, skunk tail	Draws
Mole	Nails grow, tail turns pink	Digs holes

Effects of Chao Fruit

FRUIT NAME	EFFECT IN VMU	EFFECT IN GARDEN	NOTES	
	CHANGE IN ABILITY	HP RECOVERY	CHANGE IN ABILITY	HP RECOVERY
Coconuts		HP Max +1	HP(1) Recovery	Effects After Approx. 3 Fruit
ChaoNut	All Skills +4	Full HP Recovery	All Skills+2	Complete HP Recovery
LifeNut	Full Hit Point Recovery & Position Recovery	Mating Up	No Change	Complete HP Recovery Following Reproductive Period
Lemon	Swim(+4)	HP(+2)	Swim(+2)	HP(+1)
Plum	Fly(+4)	HP(+2)	Fly(+2)	HP(+1)
Grape	Run(+4)	HP(+2)	Run(+2)	HP(+1)
Cherry	STR(+4)	HP(+2)	STR(+2)	HP(+1)
StarNut	Punch Power Doubles During That VMU Stage			
HastNut	Distance per Step Doubles (Max of 25m) During That VMU Stage			
LazyNut	Nap (VMU) or Sleep (Garden)			

TAKE A WALK, CHAO

Developing your Chao is a long process involving more than giving it animals. Taking your pet on Adventure Walks in the Game Boy Advance version is the fastest way to help it along, because the fruit is rich and plentiful.

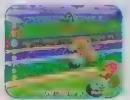
The coconuts you get from the GameCube Chao Gardens are all right, but they only have about half the effect on your pet's stats as the fruit found in the Game Boy Advance version. Additionally, your Chao can meet with Game Boy Advance game characters on an Adventure Walk and receive a significant boost to one characteristic (unless they run into the non-organic Gamma, who gives them nothing).

Effects of Fruit Received From Characters

CHARACTER	RESULT
Sonic	Running (+10)
Tails	Flying (+10)
Knuckles	Strength (+10)
Amy Rose	Full HP Recovery
Gamma	No Change!
Big	Swimming (+10)

The Adventure Walk path you choose for your Chao is critical. Don't bite off more than a Chao can chew. Don't take your Chao for an Adventure Walk until it has been exposed to plenty of fruit and animals in the Chao Garden. Measure your Chao's relative skill by entering it in one of the Chao races.

To get all five Chao-related Sonic Emblems, you need a well-rounded Chao. Begin in races that play to your Chao's strongest characteristics, but eventually you must compete in a race where all aspects of a Chao's abilities come into play.



Pearl Course

Strength is the most important characteristic in the Pearl Course, because your Chao needs to get past some heavy pearls strewn near the finish line. If your Chao isn't buff enough, it takes a nap before the finish.



Amethyst Course

The emphasis in Amethyst is on running, but a wily Chao with good flying ability might opt for a crucial shortcut.



Sapphire Course

This long course tests every aspect of your Chao's abilities. Only the well-rounded need apply.



Ruby Course

The Ruby Course only tests swimming. The entire race takes place in a pool.

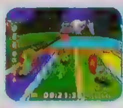


Emerald Course

This is the ultimate test of a Chao's abilities, combining the Amethyst and Sapphire courses into one long trek. Make sure your pet is well-rested and fed before trying it.

A GOOSE FOR THE CHAO

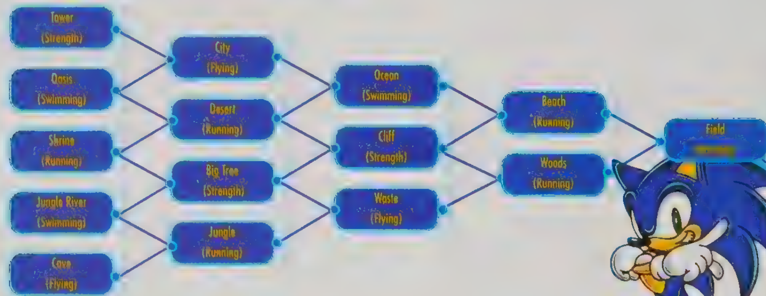
During the Chao race, you're given a chance to cheer your Chao onward when it's the current crowd favorite (represented by a small red arrow overhead). Encourage it to pour on the speed with a few quick taps of Ⓐ

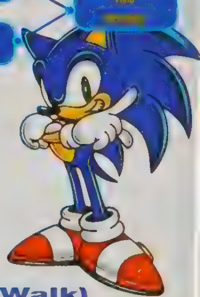


Critical Adventure Walk Path

Now that you have a buff little racing Chao, transfer it to your Game Boy Advance and take it Adventuring. The parenthetical attribute under each area in the chart below is the skill most needed to complete that section. When it comes to Bullies, Bully A is the toughest, descending to the relatively tame Bully E.

Adventure Walk Route





Events By Region (Chao Adventure Walk)

STAGE NAME	500M	1000M	1500M	2,000M	2,500M	3,000M	3,500M
Field			Bully A	Bully A		Treasure Chest	
Beach	Bully B			Treasure Chest			
Woods	Treasure Chest			Bully B			
Ocean			Treasure Chest				Big
Cliff		Bully C	Treasure Chest				Tails
Waste	Bully B				Bully B	Sonic	
City		Bully C	Bully C		Treasure Chest	Treasure Chest	
Desert				Treasure Chest			
Big Tree					Bully B	Bully B	
Jungle			Treasure Chest	Bully D	Treasure Chest		
Tower	Bully C	Gamma		Bully D			Bully E
Oasis	Bully C				Bully E	Treasure Chest	Bully E
Shrine		Knuckles	Bully B		Bully C		Bully D
River	Bully A	Bully A	Bully A	Bully A	Bully A	Tresure Chest	Bully E
Cave		Amy Rose				Bully E	Bully E



Unlocking Minigames

All 12 of Sega's *Sonic* franchise Game Gear minigames are hidden away in *Sonic Adventure DX: Director's Cut*™. Each time you complete 10 missions or collect Sonic Emblems, you unlock a new Game Gear minigame. After you unlock your first minigame (*Sonic The Hedgehog*), Mini Game Collection appears as a play mode on the Main Menu.

Sonic The Hedgehog







Originally Released: December 1991

Overview

Sonic The Hedgehog for the Game Gear was Sonic's first appearance on the Sega handheld console. Sonic races through six levels of three areas each in a quest to stop Dr. Robotnik and his army of robots from carrying out their nefarious plans. Although the gameplay and plot are almost identical to the Sega Genesis game of the same name, the Game Gear title was not a straight port of the Genesis game.

Sonic The Hedgehog Controls

BUTTON	EFFECT
○ or + Control Pad	Move Sonic
↓	Duck
↓ while running	Roll attack
Ⓐ, Ⓑ, or Ⓧ	Spin Jump attack
START	Pause
Z	Display menu during game

Tips

— Like other *Sonic* games, this one gives Sonic a bonus score at the end of the level depending on how many golden rings he picks up. The rings keep him from losing a life if an enemy hits him. Unlike many Sonic games, this one doesn't let Sonic pick up rings that are knocked loose by an enemy.

— If you complete Level 1 or 2 of Areas 1 through 4 with 50 or more rings in your possession, you get to play a bonus minigame.

— You earn an Extra Life for every 50,000 points you earn and for every 100 rings you collect.

— If you find the six Chaos Emeralds hidden in the game, you earn a 120,000-point bonus upon completion. See the table below for instructions on where to find them.

— When you hit the turnstile at the end of the area, stop to remain on the screen while the turnstile flies into the air and lands. You earn a bonus of up to 10,000 points for doing so.

Chaos Emerald Locations

Level–Area	Emerald Location
1–2	Jump up and left from the continue point, then go left into a tunnel. Go left through the tunnel until you drop, then go right to find the Chaos Emerald.
2–1	The Chaos Emerald rests on a low ledge that's hard to reach. Stand on the nearby bridge and let it collapse under you, then leap off it to reach the ledge with the Emerald.
3–1	Drop off the ledge next to the waterfall with the rolling log to land on a platform above the river. Walk left off that platform to land on a barrel; walk left off the barrel to find the Chaos Emerald.
4–2	The Chaos Emerald is in the upper part of the screen just before the level's end.
5–2	Go left after going through the teleporter to find the Chaos Emerald.
6–2	From the level's start, jump left off the screen to land on a hidden platform. Climb the ladder next to the platform to get a 1-UP, then ride the platform at the bottom of the ladder and jump across a tricky series of platforms. Jump left off the vertically moving platform to find the Chaos Emerald

Sonic Drift






Originally Released: March 1994

Overview

Sonic and friends make their first foray into portable console kart racing. As Sonic, Tails, Amy, or Dr. Robotnik, you race along flat courses inspired by levels from the original *Sonic The Hedgehog*. This game was originally released only in Japan.

Tips

— There are three circuits of six courses each. The races become more difficult as the games progresses.

— Master your drift technique while rounding corners. On gradual turns, hold Ⓐ while tapping Ⓑ. Hold both Ⓐ and Ⓑ while rounding moderate turns, and release Ⓐ and tap or hold Ⓑ while going around sharp turns.

— To activate your special power, collect two or more rings while racing and press ↑. Each character has a special power (see Special Abilities). Every time you hit an obstacle or are otherwise forced to stop, you lose one of your rings.

— If you hold down Ⓐ and Ⓑ at the same time for too long, you spin out.

— Use the Item Boxes along the course against your opponents. The blue boxes hold Invincibility Shields that keep you from harm. The orange plungers send you into the air (and over your opponents), and the red boxes give you a High-Speed Shoes boost of velocity.

Sonic Drift Controls

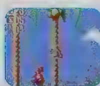
BUTTON	EFFECT
○ or + Control Pad	Steer kart
↑	Use special power
Ⓐ	Accelerate
Ⓑ or Ⓧ	Brake
Ⓑ or Ⓧ while rounding a corner	Drift
Ⓩ	Display menu

Special Abilities

Character	Ability
Sonic	Speed boost
Tails	Short burst of flight
Dr. Robotnik	Throws bombs
Amy	Leaves behind heart mines

Sonic Chaos



Originally Released: November 1993

Overview

Sonic Chaos is another platform adventure in the style of previous *Sonic The Hedgehog* games, with an important twist: You can play as Sonic or Tails, each of whom has his own set of levels and objectives. This game was released in Japan as *Sonic and Tails*.

Tips

— Like *Sonic The Hedgehog*, the game is divided into six zones of three levels each. The third level is shorter than the other two, with a boss fight at the end.

— Sonic starts with three lives and no continues; he gets one continue for every 50,000 points he earns. Tails starts with five lives and three continues; he earns one continue for every 30,000 points he earns.

— If Sonic collects 100 rings, he gets a 1-UP and is transported to a bonus stage, where he has one minute to capture one of the five Chaos Emeralds. After you get the Emerald (or time expires), you continue the game at the start of the next level. If Sonic has already captured all five Chaos Emeralds from the bonus stages, he gets a 1-UP. Tails can t enter the bonus stages, and just gets a 1-UP for every 100 rings he collects.

— When given a choice between a high path and a low path, take the high path. It's usually easier!

— Novice players find Tails easier to control, but Sonic gets to enter those groovy bonus stages. So, play through with both!

Tip

Use the + Control Pad to enter the cheats. ○ is too easily pushed diagonally instead of up, down, left, or right.

Sonic Chaos Controls

BUTTON	EFFECT
○ or + Control Pad	Move Sonic
↓	Duck
↓ while running	Roll attack
↓+Ⓐ, Ⓑ, or Ⓧ	Rev up Spin Dash
Release ↓ after revving	Spin dash
Ⓐ, Ⓑ, or Ⓧ	Spin jump attack
↑+Ⓐ, Ⓑ, or Ⓧ	Fly (Tails only)
Ⓩ	Display menu during game

Old-School Cheats!

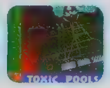
Enter these cheats at the title screen when "Press Start" appears.

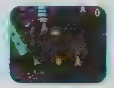
Sonic Chaos Cheats

Cheat	Buttons
Level Select	↑, ↑, ↑, ↑, →, ←, →, ←, START
Sound Test	↑, ↑, ↑, ↑, ←, →, ←, →, Ⓐ, Ⓑ (or Ⓧ), START



Sonic Spinball



Originally Released: November 1993

Overview

Sonic Spinball is one of the most challenging *Sonic* games ever released! It's similar in feel to the Casino levels that appear in many *Sonic* games. Sonic bounces around the game's four zones like a giant pinball to find the Chaos Emeralds, which open portals to boss fights.

Sonic Spinball Controls

BUTTON	EFFECT
◯ or + Control Pad	Steer Sonic
Ⓐ	Left flipper
Ⓑ or Ⓧ	Right flipper
Ⓩ	Bring up menu

Tips

— The first two zones have three Chaos Emeralds; the third and fourth zones have five

— Between stages, you appear in Bonus Cages, where you can boost your score. Collect half the rings in a cage to open the next one. If you don't escape from the third cage before the timer expires, you lose all your goodies!

— It's difficult to control Sonic with ◯ or the + Control Pad. The best you can hope for is to nudge him in a direction.

— Practice different ways of using the flippers. An extended flipper can hold Sonic in place, for instance. Sonic flies in different directions depending upon where he hits the flipper when you activate it.

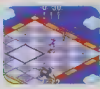
— Pressing Ⓐ activates every left flipper in the level, pressing Ⓑ or Ⓧ activates every right flipper in the level.

Sonic Spinball Cheats

Play These Sounds in Sound Test...	...to Activate This Cheat
0, 2, 1, 5, 6, 6	Level Select
0, 4, 2, 5, 5, 7	Speed Up Background Music
0, 9, 0, 1, 6, 8	Turn Off Gravity
0, 2, 1, 1, 6, 6	Zoomed-In View

Sonic Labyrinth






Originally Released: March 1995

Overview

Oh, no! Dr. Robotnik has stolen Sonic's super-speed sneakers and encased his feet in lead boots! If Sonic wants to recover his speedy sneakers and shut down Robotnik, he must roll through four labyrinths (each of which has four zones), find the Chaos Emeralds at the end of the labyrinths, and defeat the Emeralds' guardian bosses.

Sonic Labyrinth Controls

BUTTON	EFFECT
◯ or + Control Pad	Move
press Ⓐ, Ⓑ, or Ⓧ	Spin Dash
hold and release Ⓐ, Ⓑ, or Ⓧ	Powered-up Spin Dash
Ⓐ, Ⓑ, or Ⓧ while Spin Dashing	Skid to a stop
START	Pause
Ⓩ	Bring up menu

Time Limits Per Stage

Stage	Time Limit
1–1 (Sky)	1:00
1–2 (Sky)	1:00
1–3 (Sky)	1:00
1–4 (Sky)	No limit
2–1 (Sea)	1:15
2–2 (Sea)	1:15
2–3 (Sea)	1:15
2–4 (Sea)	No limit
3–1 (Factory)	1:30
3–2 (Factory)	2:00
3–3 (Factory)	1:30
3–4 (Factory)	No limit
4–1 (Castle)	1:30
4–2 (Castle)	2:30
4–3 (Castle)	3:00
4–4 (Castle)	No limit

Tip

You earn 1-UPs at 10,000 points [illegible]

Tips

— Make it to the end of each zone within the time limit. Defeat enemies to earn 5-second bonuses, but watch out! If you run into an enemy or obstacle, you lose 10 seconds!

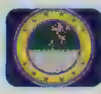
— Use keys to open doors. Each key you find gives you a 30-second bonus. If an enemy or obstacle injures you, your keys scatter around the immediate area. You can pick them up, but you don't get the time bonus after the first time you pick them up

— Your average speed (in km/h) determines your bonus at the end of the zone. Speeding through the zone means you get a huge time bonus at the end, but you might overlook helpful items in your haste.

— Master Spin Dashing. It's the only way to hit enemies or go up ramps. Use it as your primary means of getting around the levels, and get the hang of braking with Ⓐ, Ⓑ, or Ⓧ after Spin Dashing.

— Here's the Level Select cheat for the original Game Gear game: When the title screen says "Press Start Button," press ↑, ↑, →, →, →, ↓, ↓, ↓, ↓, ↓, ↓, ←, ←, ←, ←, ←, ←, ←, ←, ← (that's ↑x2, →x3, ↓x6, and ←x9). If you did it right, the sound test option on the Main Menu changes into the Level Select Menu.

Sonic The Hedgehog 2


Overview

Originally Released: January 1992

This sequel to *Sonic The Hedgehog* is full of the same high-velocity platform-jumping mayhem as the original. Dr. Robotnik has kidnapped Tails, and it's up to Sonic to rescue him by zipping through seven zones of three acts apiece.

Sonic The Hedgehog 2 Controls

BUTTON	EFFECT
○ or + Control Pad	Move Sonic
↓	Duck
↓ while running	Roll attack
Ⓐ, Ⓑ, or Ⓧ	Spin Jump attack
START	Pause
Z	Display menu during game

Tips

- The turnstile at the end of each level shows one of four pictures after you run past it and spin it: Robotnik (gives you nothing), a ring (gives you 10 bonus rings if your ring total is divisible by 10), Sonic (gives you a 1-UP), or Tails (gives you a continue).
- Collect the five Chaos Emeralds hidden in Act 2 of Zones 1 through 5, to unlock the super-secret Zone 7 (see below for a list of Chaos Emerald locations).
- If an enemy hits you, all the rings fly out of Sonic's pockets. You can recover up to seven of them if you're quick.
- At the end of each zone's third act is a boss fight. There are never rings in Act 3 of any zone, so be careful when approaching boss fights.
- To rack up a bunch of Extra Lives, find an act where you can get a 1-UP and 100 rings. Collect both for two Extra Lives. Then sacrifice yourself and play through the level again for two more lives.

Chaos Emerald Locations

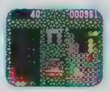
Zone–Act	Emerald Location
1–2	Jump to the right as the railcar rolls off the ledge. You land at the bottom of a staircase. Climb the stairs to find the Chaos Emerald to the right.
2–2	Use the hang glider at the start of the act to reach the Chaos Emerald at the top of the screen, halfway through the act. If you have trouble with the glider, run to the right and jump off the springy cloud to the Emerald's left.
3–2	Ride a large bubble up the wide shaft to the right of the crab and two lobsters. Jump in the tube to the right of the shaft's top, and hold ← while falling to enter a side shaft containing the Chaos Emerald.
4–2	Use the springpads to take the highest route through this act. When you come to two springs with four columns of rings above them, bounce onto the hill at left and run down the hill. You run off the ledge and land to the right of the two springs. Your momentum takes you to another pair of springs. Use them to reach the top of the tall platform to the right that holds the Chaos Emerald.
5–2	After the conveyor belts and spikes, jump up and to the left of the fake wall above you to enter a secret passage. Keep going left through another





Dr. Robotnik's Mean Bean Machine





Originally Released: November 1993

Overview

Dr. Robotnik has hatched another plan to conquer the world: He's going to steam the jolly beans of Beanville with his Mean Bean Steaming Machine and turn them into robots that stamp out fun forever! Outwit Robotnik's 12 robot henchmen and the bad doctor to shut down the Mean Bean Machine.

Dr. Robotnik's Mean Bean Machine Controls

BUTTON	EFFECT
◎ or + Control Pad	Move bean
START	Pause game
Z	Bring up the menu

Tips

- Your goal is to place your beans so that four or more of the same color are touching. This gets rid of the beans and gives you points. If your bean pile hits the screen's top, your game is over.
- When you get rid of some of your beans, gray beans fall on your opponent's side of the screen (and vice versa). To eliminate gray beans, you must get rid of the colored beans that touch them.
- You want to match up your beans quickly and flood your opponent's bean pile with gray beans, but you can score more points and drop more gray beans if you get rid of five or more of the same bean color.
- Don't wait for the beans to drop into place. When you have one lined up, hold ↓ to drop it quickly
- Your game isn t over until the area that the beans fall from is blocked If you have to pile up beans, do it on the sides of the bean pile, not the center.

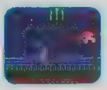
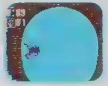
Level Select Passwords

Choose "Continue" rather than "New Game" after choosing your game mode and enter the following combinations of beans to skip to a level.

Mean Bean Machine Passwords

Level	Scenario Mode Password	Puzzle Mode Password
1	Choose "New Game"	Choose "New Game"
2	Yellow, Red, Green, Blue	Green, Yellow, Pink, Gray
3	Blue, Red, Gray, Orange	Gray, Orange, Gray, Orange
4	Orange, Pink, Gray, Yellow	Blue, Red, Green, Pink
5	Blue, Gray, Gray, Orange	Blue, Green, Gray, Pink
6	Red, Pink, Gray, Green	Pink, Green, Yellow, Pink
7	Yellow, Blue, Pink, Blue	Blue, Green, Red, Green
8	Gray, Blue, Red, Orange	Orange, Blue, Red, Orange
9	Pink, Blue, Red, Orange	Pink, Orange, Yellow, Green
10	Blue, Yellow, Red, Green	Yellow, Pink, Yellow, Orange
11	Orange, Pink, Yellow, Blue	Yellow, Gray, Gray, Pink
12	No password	Red, Pink, Yellow, Blue

Sonic The Hedgehog Triple Trouble

Originally Released: November 1994

Overview

The unthinkable has happened Dr Robotnik has collected all the Chaos Emeralds! As he warms up his Emerald-powered doomsday device, an assistant presses the wrong button and blows it up, sending the Chaos Emeralds flying to the ends of the island.

Sonic and Tails must recover them before Robotnik does, but they re up against three threats the evil Dr. Robotnik, the misled Knuckles The Echidna, and the bounty hunter Nack The Weasel. As in *Sonic Chaos*, both Sonic and Tails are playable characters in the game's six three-act zones.

Tips

- Many of the usual powerups (Invincibility Shield, Extra Life, etc.) appear in *Triple Trouble*, but the game also has several new gadgets that Sonic and Tails can use. The table below has more information.

— To reach the bonus stages where you can grab the five Chaos Emeralds, find the Chaos Emerald powerups. The levels hold twelve of these powerups, and after you trigger one, you can't trigger it again! See the table below for the powerup locations. You must defeat Nack The Weasel in most of the Chaos Emerald bonus stages.

— The gadgets that you find are usually placed so you can reach a hidden area or valuable item. Look at the surrounding area before activating a gadget.

— The Air Roll is a move unique to *Triple Trouble*. Master it as soon as possible. It often means the difference between hitting an enemy or being hit yourself.

— Look at the blocks that make up floors and walls. If any seems different from the blocks surrounding it, it may be breakable.

Sonic The Hedgehog Triple Trouble Controls

BUTTON	EFFECT
○ or + Control Pad	Move Sonic
↓	Duck
↓ while running	Roll attack
↓+Ⓐ, Ⓑ, or Ⓧ	Rev up Spin Dash
release ↓ after revving	Spin Dash
Ⓐ, Ⓑ, or Ⓧ	Spin Jump attack
Ⓐ, Ⓑ, or Ⓧ in the air	Air Roll attack
↑+Ⓐ, Ⓑ, or Ⓧ	Fly (Tails only)
Z	Display menu during game

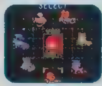
Triple Trouble Gadgets

Gadget	Who Can Use It?	Effect
Jet Turbo	Sonic	A powerful rocket that quickly shoots you across the stage for a short time
Pogo Spring	Sonic, Tails	A spring that bounces you along and lets you reach areas to which you couldn't otherwise jump
Snowboard	Sonic	Lets you zip down snowy slopes (press Ⓐ or Ⓑ to hop)
Super Tails	Tails	Temporarily powers up Tails's flying ability
Swim Fin	Sonic	Flippers that function like an underwater Jet Turbo
Submersible	Tails	An underwater vehicle that makes Tails temporarily invulnerable and keeps him supplied with air

Chaos Emerald Powerup Locations

Zone–Act	Powerup Location
1–1	Take the high road through the act and bounce across the trees in the act's second half to reach a ledge with the Emerald powerup.
1–2	Stand on the ledge to the large pool of water's right, and Spin Dash to the right through the ledge to find the Emerald powerup.
2–1	The Emerald powerup is atop the last loop before the end of the act; use the spring to the loop's left to reach the top.
2–2	Run over the two small hills following a railcar and bridge, and use the spring to reach a high ledge on the screen's right side, where you find the Emerald powerup.
3–1	Near the act's start, drop to a moving platform above a brown pool. A tunnel to the left leads to the Emerald powerup
3–2	If you're Tails, you can fly to this Emerald powerup. If you're Sonic, use the Pogo Spring near the act's end to jump across some narrow platforms to reach a crumbling ledge and a tunnel leading to the Emerald powerup.
4–1	Leap across a series of moving platforms, ending on a vertically moving platform with an enemy. Go right to find the Emerald powerup.
4–2	Ride a vertically moving platform up to a tunnel about halfway through the act. Spin Dash into the tunnel, avoiding the retracting spikes, to reach the Emerald powerup.
5–2	Near the level's end, you reach an air pocket with pipes above and to the left. Take the upper pipe, defeat the enemy inside, hop over the breakable floor to the air pocket to the left, and swim up to find the Emerald powerup surrounded by breakable blocks.
6–1	Near the act's end is a high ledge to the left of a pit. The Emerald powerup is on that ledge. Both characters can reach it, but Sonic has a harder time doing so.
6–2	At the four-way tube intersection, go left. Go right through a transporter, then left to three ring Item Boxes and the Emerald powerup.

Sonic Drift 2



Overview

Originally Released: November 1993

Sonic Drift 2 is a beefed-up version of the original *Sonic Drift*. It includes three new characters (Metal Sonic, Fang, and Knuckles) and slight changes to the course design, including banked corners.

Sonic Drift 2 Controls

BUTTON	EFFECT
○ or + Control Pad	Steer kart
↑	Use special power
Ⓐ	Accelerate
Ⓑ or Ⓧ	Brake
○ or Ⓧ while rounding a corner	Drift
Ⓩ	Display menu

Tips

— There are three circuits of six courses each. The races become more difficult as the game goes on. See the full course list below

— Use Ⓐ and Ⓑ to take corners. Hold Ⓐ while tapping Ⓑ on gradual turns While rounding intermediate turns, hold both Ⓐ and Ⓑ. During sharp turns, release Ⓐ and tap or hold Ⓑ.

— Don't hold down Ⓐ and Ⓑ at the same time for too long, or you spin out.

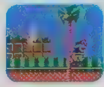
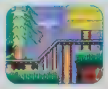
— To activate your special power, collect two or more rings while racing and press ↑. Each character has a special power. Every time you hit an obstacle or are forced to stop, you lose a ring.

— The items along the tracks are similar to those in *Sonic Drift* The blue boxes hold Invincibility Shields that keep you from harm, the orange plungers send you into the air (and over your opponents), and the red boxes give you a High-Speed Shoes boost of velocity.

Sonic Drift 2 Course List

Course #	Green (Easy)	Yellow (Normal)	Red (Hard)
1	Emerald Hill 1	Desert Road 2	Dark Valley 2
2	Hill Top 1	Rainy Savanna	Quake Cave
3	Dark Valley 1	Ice Cap	Balloon Panic
4	Casino Night	Hill Top 2	Emerald Ocean
5	Desert Road 1	Mystic Ruins	Milky Way
6	Iron Ruin	Emerald Hill 2	Death Egg

Tails Skypatrol

Overview

Originally Released: April 1995

While on a vacation without Sonic, Tails winds up on an island in time to see an evil witch named Witchcart, who claims the island for her own and threatens to turn any dissenters into crystal. Tails must fly through five levels and defeat Witchcart before the island's inhabitants are transformed into fine stemware!

Tails' Skypatrol Controls

BUTTON	EFFECT
↑/↓	Move up/down
←	Slow down
→	Speed up
Ⓐ, Ⓑ, or Ⓧ	Throw Boomering
Ⓐ, Ⓑ, or Ⓧ (when falling)	Recover flight ability
START	Pause game
Ⓩ	Bring up menu

Tips

— The game constantly scrolls horizontally, so you have to keep moving forward (although you can slow down with ←) You can swing on poles that reverse your direction, but you can never stop.

— If Tails is hit by an enemy or projectile, press Ⓐ or Ⓑ to recover If he slams into a wall, he falls off the screen's bottom and loses a life.

— Tails only has a certain amount of energy in his flight meter. Make it to the end of each stage before it expires, or he falls and loses a life Use → to speed up and get to the end more quickly. Refill the meter by finding candy powerups (see below for a full power-up list)

— If Tails touches any solid surface, be it the ground or a wall, he loses a life. Steer carefully through narrow passageways!

— Tails can use environmental objects, such as balloons and rail carts, to get past certain obstacles. Know them and use them (see below for a list).

Tip

In the original Game [illegible] hold ↑ and press [illegible] up a Secret [illegible] and sound effects [illegible]

Tails' Skypatrol Powerups

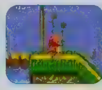
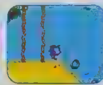
Powerup	Effect
Crystals	Collect for bonus points.
Candy	Refills flight energy meter. More candy means more energy.
1-UP	Extra Life.
Star	Temporary invincibility.

Tails' Skypatrol Objects

Object	Effect
Balloon	Float up
Weight	Fall down
Rail Cart	Leads you along the rai' 'racks

Sonic Blast



Originally Released: November 1996

Overview

For the first time in any Game Gear game, Sonic and Knuckles must work together to destroy Dr. Robotnik's Silver Castle. Although its name seems to imply that this was the Game Gear version of *Sonic 3D Blast* for the Sega Genesis or Saturn, it was actually closer to *Sonic & Knuckles* for the Genesis. This was one of the last Game Gear games released.

Sonic Blast Controls

BUTTON	EFFECT
○ or + Control Pad	Move Sonic
↓	Duck
↓ while running	Roll Attack
↓+Ⓐ, Ⓑ, or Ⓧ	Rev up Spin Dash
release ↓ after revving	Spin Dash
Ⓐ, Ⓑ, or Ⓧ	Spin Jump attack
Ⓐ, Ⓑ, or Ⓧ in the air	Special attack
START	Pause game
Z	Display menu during game

Tips

- Each character has a special attack, activated by pressing Ⓐ or Ⓑ a second time after jumping. Sonic performs a vertical Boost Jump that lets him reach high ledges. Knuckles performs a horizontal glide. If he glides into a wall, he can climb it.
- In this game you lose only ten rings if you are hit by an enemy while carrying rings, and you can pick up as many as five of them if you're quick.
- The game has five zones of three acts each, and in Acts 1 and 2 of each zone is a giant ring that takes you to a special stage. If you collect 50 rings in the special stage, you get a 1-UP (if you entered in Act 1) or a Chaos Emerald (if you entered in Act 2). You only get one shot at each act's bonus stage.
- After you return from a bonus stage, all the golden rings and powerups in the act respawn. You reappear at the beginning of the act with all the rings you collected before entering the bonus stage. You can collect 100 rings and earn a 1-UP after each bonus stage.
- Watch for wall-mounted buttons. Press them to cause some sort of barrier to disappear, giving you access to hidden areas.

Bonus Stage Ring Locations

Zone–Act	Location
1–1	The giant ring is in a tunnel in the pond's lower right corner near the act's end.
1–2	Take the high road when the path splits after the continue point, and head right past a cylinder of spikes to find the giant ring.
2–1	Duck into either of the two pipes near the level's end to reach an underground room. The giant ring is on a ledge above the two pipes. Use your special attack to reach it.
2–2	At the wall of sinkholes near the level's end, enter the bottom right one to be launched through several of them. When you can move again, go left to bounce around some more. After this, jump up and right to enter a sinkhole that takes you to the ring.
3–1	The giant ring appears above the disappearing platforms over the lava lake. Get up to the upper-right platform, then jump to the right to find the ring.
3–2	Stand at the valley's left side just past the continue point, and prepare for a tough jump. Spin Dash right, then jump right and bounce off a fireball enemy to reach the ledge holding the ring.
4–1	You see the giant ring in the level's second half, but the current keeps you from getting it. Go left, climb the ledges, and trigger the continue point at the top. Jump across the dry ledges to the left to find a switch that drains the level of water. Go back down and right to reach the ring.
4–2	Take the top path, jump over a gap in the floor, and go right through some fake walls. Hop on a spring to enter an overhead pipe, where you find a button. Press it to lower the barrier around the ring, then backtrack to find the ring, which you should have seen earlier in the act.
5–1	When you reach an area with two teleporters, jump to the top one. When you reappear, jump on each of the six platforms to activate another teleporter that takes you to the ring.
5–2	Jump down the hole after the two ramps with the spikes between them and hold → as you fall to land on a crumbling ledge. Move right into a teleporter. Use the enemies in the rooms beyond as stepping-stones to get past the spikes, then find the ring.



Tails Adventure





Overview

Originally Released: September 1995

Tails Adventure was a puzzle-based platform adventure with some RPG elements thrown in—a far cry from the blistering pace of most *Sonic* games. Tails is relaxing in his hometown on Koko Island when the Great Badoru Kukku XV invades, seeking to collect the Chaos Emeralds on the island so as to hatch a villainous scheme.

Tails Adventure Controls

BUTTON	EFFECT
○ or + Control Pad	Move
Ⓐ, Ⓑ, or Ⓧ	Use item/ability
START	Pause game
Z	Bring up menu during game

Tips

— Tails can find and collect 26 items, but can only carry 4 of them at a time into a level. When you find an item, store it at Tails's house, and return there to pick up new items and drop off old ones.

— During the game, Tails acquires the Sea Fox, a submarine that lets him explore underwater areas. You can pick up several powerups for the Sea Fox.

— Save your game progress with passwords. Find a table of all the original Game Gear passwords under *Tails Adventures* Passwords.

— In this game, unlike most *Sonic* games, you need to do a lot of back-and-forth adventuring. When you find a new item, revisit previous levels to see if you can reach any new areas with it.

— Pick up Chaos Emeralds to increase your ring points (hit points) and flight energy. Pick up rings to refill your ring points; flight energy naturally refills when you land and rest.

Tails Adventure Items

Item	Effect	Where Found
Bomb	Blows up enemies and small stone barriers	You start with it
Chaos Emeralds	Six non-equipped colored gems that increase maximum ring points (health) and flight energy	Poloy Forest (Red); Volcanic Volcanic Tunnel (Green); Poloy Mountain 1 (Purple); Green Island (White); Caron Forest (Blue); Coco Island (Yellow)
Combo Bomb	A larger blast radius than the normal Bomb	Caron Forest
Fang	Increases odds of enemies dropping rings	Poloy Mountain 2
Hammer	Smashes enemies and small barriers	Volcanic Tunnel
Helmet	Duck while using it to defend against enemy fire	Poloy Mountain 1
Item Radar	Tells you if there are any undiscovered items in the level	Poloy Mountain 2
Knuckles	Lets you punch enemies like Knuckles does	Poloy Mountain 1
Large Bomb	Destroys all enemies on screen and shatters large barriers, but has a delayed fuse	Poloy Mountain 2
Mecha Tail	An alternate playable character who can fit into small areas that Tails can't	Poloy Forest
Napalm Bomb	Destroy enemies, green blocks, and grass with a wall of flame	Cavern Island
Night Vision Goggles	Lets Tails see in the dark.	Green Island
Radio	Controls background music	Poloy Forest
Remote Bomb	Blows up when it hits an enemy or when you activate it with Ⓐ	Volcanic Tunnel
Sonic	Gives Tails Sonic's Spin Dash, which can shatter barriers	Caron Forest
Speed Boots	Make Tails run and fly faster	Poloy Forest
Super Gloves	Lets you lift heavy items	Poloy Mountain 1
Teleporter	Returns Tails to his house	Coco Island
Wrench	Reverses the direction of conveyor belts	Battle Fortress

Sea Fox Powerups

Powerup	Effect	Where Found
Air-to-Air Missile	Fires vertically at overhead enemies and obstacles	Cavern Island
Extra Armor	Invincibility	Volcanic Tunnel
Extra Speed	Increases Sea Fox's max speed	Green Island
Mine	Drop to destroy enemies and obstacles below Sea Fox	Cavern Island
Proton Torpedo	Powerful weapon	Caron Forest
Rocket Booster	Lets Sea Fox fly	Poloy Mountain 1
Spark	Destroy all enemies and mines on the screen	Poloy Forest
Vulcan Gun	Sea Fox's default weapon	You start with it

Tails Adventure Passwords

Password	Effect
A767–AA3A–58A6–ED16	All Chaos Emeralds
ADE7–AA2A–51A6–6D12	All levels open and all items collected
D2D1–D4D4–AE11–D6E1	Skip to Level 2
E721–DC70–BC90–D64F	Skip to Level 4
AF25–6828–5DB4–7C00	Unlock all levels except Battle Fortress

Tip

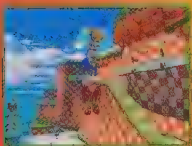
Use the Helmet and press ↑, ↑, ←, ←, ↑, Ⓑ, and Ⓐ to become invincible!

Get Ready for the Sonic Boom!

Join Sonic as he embarks on his biggest adventure ever! You control three teammates simultaneously, using their unique abilities of speed, power, and flight to defeat enemies and explore unbelievable worlds. Take advantage of each character's powerful moves as Sonic and his friends combine forces to battle the ultimate evil!

SONIC HEROES™





Multiple paths and missions provide unlimited challenges



Use different team formations to defeat enemies and solve puzzles



Play as one of 4 teams – each with their own signature moves and unique plotlines

RP visit www.esrb.org call 1 800 771 3772 for Rating information

SEGA XBOX NINTENDO GAMECUBE PlayStation 2 SONIC TEAM

SEGA is registered in the U.S. Patent and Trademark office. SEGA, the Sega logo, and Sonic Heroes are either registered trademarks or trademarks of Sega Corporation. © SONICTEAM / SEGA. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. ™, ® and the Nintendo GameCube logo are trademarks of Nintendo. Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. The ratings icon is a trademark of the Interactive Digital Software Association. All Rights Reserved.


Now Available at a Retailer Near You!
Chocolate • Peanut Butter • Caramel • Peanuts
SONIC™
THE HEDGEHOG
Sega is registered in the U.S. Patent and Trademark Office. SEGA, Sonic The Hedgehog, and all related characters and indicia are either registered trademarks or trademarks of SEGA CORPORATION © 1991-2000. SEGA CORPORATION and SONICTEAM, LTD./SEGA CORPORATION © 2001-2003. All Rights Reserved.
Produced by
House of Brussels Chocolates Ltd.
1-800-661-1524
www.hobc.ca

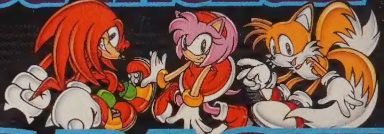

PRIMA'S OFFICIAL STRATEGY GUIDE
SONIC ADVANCE 2
TM
All Secrets REVEALED!
PRIMA GAMES
primagames.com
SEGA
THQ
EVERYONE
E
NOW AVAILABLE
PRIMA
GAMES

U.S. $9.99

Games/Action
Platform: Nintendo GameCube™

Cool hair, fast feet, good friends.



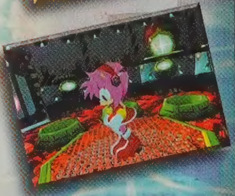


SONIC'S BACK!

- **Complete list of all secret Game Gear games and how to unlock them**
- Covers each character's adventure
- Strategies to beat all the big bad Bosses
- In-depth tips to save the Chao
- Roll-through maps of all the levels
- Chao minigame strategies
- Hints for solving the new sub-games







Bryan Stratton
Stephen Stratton

primagames.com®

Sega is registered in [illegible] and Trademark Office [illegible] SEGA logo, Sonic Ad[illegible] Sonic The Hedgehog [illegible] registered trademar[illegible] trademarks of SEGA [illegible]. Original Game © SE[illegible] SONICTEAM/SEGA, [illegible] Reserved.

The Prima Games logo is a registered trademark of Random House, Inc., regist[illegible] States and other countries. Primagames.com is a registered trademark of Ran[illegible] registered in the United States.

P7-BTR-653

ISBN 0-7615-4361-9

9 780761 543619 50999

0 86874 54361 4